

CHAIN REACTION

3.1



**FINAL
VERSION**

Fully Loaded

2HourWARGAMES

JUST PLAY THE GAME

3rd edition? 3rd edition?

We don't need no stinking third edition!!

Yes you do and here's why...

Seven years ago Chain Reaction was a game. The unique Reaction System was a world by surprise.

Two years later we took it to the next level with Chain Reaction 2.0, the most unparalleled realism for modern wargames and better yet, you could use any figures you already had!

And now we have Chain Reaction 3.0.

The game you as in it's free.

All the mechanics currently used by our regular games, CR 2.0, All Things Zombie and the rest.

Free.

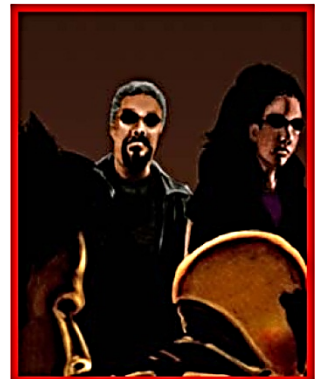
Because we want you to try the Origins Award winning Reaction System which Two Hour Wargames is built around.

It's not for everyone. If you like total control of your forces then just keep walking because you'll hate it.

But if you want realism where you control yourself and your forces succeed or fail based on your leadership skills then you've come to the right place.

Just try it and if you like it then there's a whole world of games covering a variety of genres and periods waiting for you. And you **STILL** can use any figures you already have!

And if you don't like CR 3.0 it's all good. Because really it's all about playing games that you like.



Just play the game!

FREE!

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WRITTEN BY ED TEIXEIRA

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SPECIAL THANKS TO:

Paul Kime: For another great cover.

Ken Hafer, Bob Minadeo and Ron "Baddawg"

Strickland: For insisting that, "*It's not just a gang warfare game.*"

The THW Guys on the Group and Forum: For the constant support.

And Lil...

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 THW Forum and ask. You'll usually get an answer within 24 hours.

"WHAT A LONG STRANGE TRIP IT'S BEEN."

2014

NUTS! – *Final Version* has caused a dilemma. There are a few things in it that really make the THW mechanics work even better. Not big changes, just a few minor ones. I'm not about to issue new editions of the current books, the ones with the CR 3 mechanics but I want to get the changes to everyone and free. That's what this book is doing. There's a little tweaking to the In Sight and streamlining of the Reaction Tests.

Here's the beauty of the system. You can use these tweaks with any of the THW rule sets if you desire, just bring them over; it's your game.

INTRODUCTION

Chain Reaction - 3.1 Final Version is a set of man-to-man combat rules that can be played in a variety of periods and with any figures you may already have.

Games are usually finished in two hours or less, hence the company name. *Chain Reaction*, like all THW games, can be played solo or cooperatively.

Before we go into detail about the game let's explain the cornerstone of all THW, *the Reaction System*.

Traditional games use a turn sequence known as "IGO, UGO". This means that I move my figures, fire, we do some melee and maybe you do a morale test or two.

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.

You'll see what I mean as you read along.

WORD OF ADVICE

Be sure to read the rules one section at a time and do the review and easy exercises in the Stop boxes. We've broken the rules down into smaller pieces to make it easier to learn. 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 THW Forum, linked below for answers to questions and free downloads.

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

You can expect a response within 24 hours.

YOUR ROLE

Your role is up to you. Here are some suggestions:

- You can play as a loner, going on Encounters on your own.
- You can play as a Leader with as many figures as you like; we recommend one per each point of Rep (page 5) max.
- You can play a variety of periods.
- The bottom line is you can play it any way you like because it's your game.

NEEDED TO PLAY

You will need a few things to play *Chain Reaction - 3.1 Final Version*. They are:

- Six-sided dice, referred to as d6. It is best to have at least six of these and the more you have, the quicker games will play.
- One ruler or measuring device, ideally one per player.
- Any combination of metal, plastic or paper figures in a consistent scale of your choice.
- Something to represent buildings and other terrain features.
- A 3'x3' flat surface but you can play with a larger one if desired.

THE DICE

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

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

PASSING DICE

This way to use the dice is to roll a number of d6 and compare each die score individually to the *Target Number*. The Target Number can be Reputation (page 5) or something entirely different.

- If the d6 score is *equal or less* than the Target Number, the d6 has *passed*.
- If the score is *greater* than the Target Number, the d6 has *not passed*.
- You can only pass 2, 1, or 0d6 regardless of the number you actually roll.

Example – Sgt Spellman (Rep 4) comes under fire and must take a Crisis Test. The Target Number for the test is his Reputation (4). He rolls 2d6 and scores a 1 and a 5. As the 1 is equal or lower than the Rep of 4, 1d6 has been passed. Looking on the Crisis Table under the Pass 1d6 column we see that Spellman must immediately Snap Fire

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COUNTING SUCCESSES

Another way to use the dice is by rolling them and counting *successes*.

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

Example: The Paratrooper enters melee and rolls 4d6. He scores a 1, 3, 3, and 4. He has scored three successes (1, 3, and 3).

POSSIBILITIES

When you see numbers in parenthesis, such as (1- 2), this means there is a chance of that event happening, based on a 1d6 roll.

Example – The Ganger has a pistol (1 – 3) or a shotgun (4 – 6). I roll 1d6 and score a 5, the Ganger has a shotgun.

READING AND ADDING THE DICE

And sometimes you simply read the result as rolled. When rolling 2d6 you add the scores together to get a total.

Example – On the Terrain Generator Table (page 25) I roll 2d6, scoring a 3 and a 6, for a total of 9.

1/2D6

When asked to roll a 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-hand corner of each table. There will usually be a number, 1 or 2, telling you how many d6 to roll.

In some cases there may be a word like Rep or Target. That means 1d6 for each point of that word.

Example – A Cowboy (Rep 4) must roll an In Sight Test. Looking on the In Sight Test (page 11) we see the word Rep in the upper left corner so I toss 4d6.

Later he must take a Crisis Reaction Test versus his Rep. There is a 2 in the upper left-hand corner so I roll 2d6.

FIGURES AND TERRAIN

As mentioned earlier you can play Chain Reaction with any kind of figures. You can even play with cardboard counters.

Terrain can be as simple as using books or as elaborate as finely detailed models, it's up to you.

BASING FIGURES

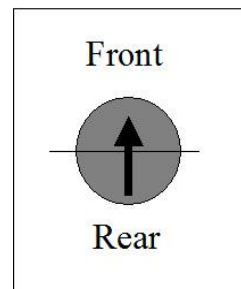
Each figure represents one man. The easiest way to base your figures for *Chain Reaction - 3.1 Final Version* is one figure on a round or square base as either style will work.

DEFINING FACING

Charging or shooting to the rear of an enemy depends upon the physical location of the attacker. To qualify as a rear attack the attacker must begin and end its movement behind the front facing of the target.

- The front facing is defined as 180 degrees to the front of the figure.
- The rear facing is defined as 180 degrees to the back of the figure.

The following illustration defines 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.

Chain Reaction - 3.1 Final Version may seem to have a lot of tables, but in reality you will be using two or three of them 95% of the time and those that you do use are easily memorized. Other THW titles will have more

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tables, mostly covering designing your Encounters and for determining the actions of your enemy when playing solo.

Chain Reaction - 3.1 Final Version is like a toolbox. You may not need all the tools but they are there if you do!

STOP!

Chain Reaction can be played in three ways:

- Solo, against the game mechanics.
- Cooperatively, with everyone on the same side against the game mechanics.
- Head to head, against your friends.

Chain Reaction is played with six-sided dice called d6.

You can play in any scale, with figures or counters. You can play with as many or as few figures as desired.

Passing dice is when you roll a d6 and compare it to a Target Number like Rep. Score equal or less and you have passed; score greater than the Target Number and you have not. You can pass 2d6, 1d6 or 0d6.

A *success* is a score of 1, 2 or 3.

Possibilities are the numbers in parenthesis next to an event. Scoring that number means the event has happened.

DEFINING THE FIGURES

Note that the words figure and character are interchangeable.

Chain Reaction - 3.1 Final Version is played with individual figures that 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 figures, called *Stars* and *Grunts*.

STARS

This figure represents you, the player. We suggest your Star begin with a Reputation of 5.

GRUNTS

These are the figures that do not represent a player. They may be friends or foes and will come and go as the game progresses. Grunts are controlled by the game mechanics.

WHY USE STARS?

One question that may be asked is why do we use Stars in THW? It's to give the player, personal control of his character.

All Grunts are controlled by the Reaction Tests.

They will behave according to their quality and training but more importantly will respond to the situations that you put them in.

Grunts will behave in a realistic manner that balances a desire to stay alive with the desire to do their job.

But Stars? That's you. You will see that you have much more freedom, as in real life, to do what you want, as well as some distinct advantages that separate you from the Grunts.

STAR ADVANTAGES

As a Star in *Chain Reaction - 3.1 Final Version* you have four important advantages. These are:

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

STAR POWER

Usually reserved for Stars but sometimes found in some Grunts, Star Power is the ability of a character to ignore normally disabling damage. Here's how we do it:

- Stars start each Encounter with 1d6 of Star Power for each point of Rep. So a Rep 5 Star starts with 5d6 Star Power.
- Whenever a Star takes damage it rolls its *current* Star Power d6. 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 the d6 is removed from the character's Star Power *for the rest of the Encounter*.

Damage is reduced in the following ways:

- An Obviously Dead result becomes an Out of the Fight result.

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- An Out of the Fight result becomes result becomes a Carry On result but the character is still knocked prone.

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 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, 4, 5, and 6.
- One "2" reduces the Obviously Dead result to an Out of the Fight result.
- The other "2" reduces one Out of the Fight result to a knocked prone but Carry On result.
- The 4 and 5 have no effect but are retained.
- The 6 has no effect but is discarded for the remainder of the Encounter.

However, this won't do the Star much good since he is still Out of the Fight. It's time to try another Star Advantage, Larger Than Life.

LARGER THAN LIFE (LTL)

Chain Reaction - 3.1 Final Version can be used to capture the cinematic flavor of modern action movies where the Star is a larger than life character. Here's how we do it:

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

Example- Corporal Hotchkiss (Rep 5) is shot by an enemy soldier (Rep 4). The soldier scores an Obviously Dead result. Hotchkiss uses his Star Power but to no avail. He 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

CHEATING DEATH

Another Star Advantage is Cheating Death. Here's how we do it:

- 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 - Hotchkiss (Rep 5) is shot by a German soldier (Rep 5). The soldier scores an Obviously Dead result. Hotchkiss uses his Star Power but to no avail. He then 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.

FREE WILL

The last Star Advantage is Free Will. Here's how we do it:

- Stars will take Reaction Tests just like Grunts.
- Instead of rolling any d6 the Star can choose to pass 2, 1 or 0d6.
- This only applies when taking the Crisis and Recover from Hunker Down Test, not the Recover from Damage Test.
- Stars are never Outgunned (page 15).

Example - Sergeant Riker (Rep 5) is shot at by the enemy. He is a Star so can choose his reaction on the Crisis Test. He chooses to pass 2d6 and returns fire.

Later Sergeant Riker is hit by fire and must take the Recover Test. He cannot use his Free Will so rolls 2d6. He passes 1d6 so is Out of the Fight. He can now use his Star Power (page 4).

REPUTATION

Reputation or Rep represents a combination of experience, morale and motivation. Rep is an expression of a figure's overall fighting quality. Both Stars and Grunts use Rep. There are three possible starting levels of Reputation:

- **REP 5** - These are veterans of numerous successful Encounters. Combat experienced and elite troops would have a Rep of 5.
- **REP 4** - These are reliable people of some experience or trained and motivated troops. These characters are the most common type you'll run into.
- **REP 3** - These are characters of unknown quality that have seen little or no combat. The average citizen would have a Rep of 3.

Remember, Stars always start with a Rep of 5.

WEAPONS

Most figures are assumed to have a ranged weapon while some may have a melee weapon. *Players are encouraged to count the figure to be armed with the weapons it has.*

Weapons are covered in more detail in the appropriate sections entitled Ranged Weapons (page 15) and Melee (page 20).

YEAH, BUT WHERE'S THE...

In *Chain Reaction - 3.1 Final Version* we have grouped weapons into broad categories. If you don't see a weapon listed in *Chain Reaction - 3.1 Final Version*, use the stats for a weapon in the category that it best fits.

STOP!

Your personal figure is a Star and should start at Rep 5. All the other figures are Grunts. Stars have four Star Advantages.

Star Power can reduce damage. If you roll your Star Power d6 and score a "6", what happens?

What is the difference between Cheating Death and Larger Than Life?

Free Will lets you choose to pass 2d6, 1d6 or 0d6 on your Crisis Tests and one Recover Test. Which one is it?

GETTING STARTED

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

FORMING YOUR GROUP

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

- Every group has one Leader.
- The rest of the members are non-Leader Grunts.

RECRUITING YOUR FIRST GROUP

You will start the game with only you, the Star but you can recruit Grunts to join you. Here's how we do it:

- You can recruit one Grunt for each point of Rep that you have. As your Rep goes up or down (page 32) so will the number of Grunts in your group.
- Roll 1d6, read the result as rolled and consult the Recruiting Table.
- Modify the result by any applicable Circumstance.
- Go down the left-hand column to the appropriate row then across to see the Rep of the Grunt you have recruited.
- Grunts are always assumed to have the weapon represented on the figure.
- You cannot have Grunts with a higher Rep than yours. If your Rep goes down, any Grunt with a higher Rep than yours leaves your group!

1

RECRUITING

(Read the result as rolled)

CIRCUMSTANCE	MODIFIER
Police or Military Grunt	+1
Ganger, Guerilla or Militia Grunt.	-1

#	REP	WEAPON
1 or less	3	As figure.
2	4	As figure.
3	4	As figure.
4	4	As figure.
5	4	As figure.
6 or more	5	As figure.

STOP!

You start the game as a Rep 5 Star, by yourself.

You can recruit up to one Grunt per point of Rep. As your Rep changes you can add or must subtract Grunts.

To recruit Grunts roll 1d6, read the result as rolled and modify the score by any Circumstance, based on the type of game you wish to play.

You can never have Grunts with a higher Rep than your own.

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GROUPS

A *group* is any number of individual figures that operate together over the course of a turn. *The smallest group is one figure; there is not a maximum.*

At the start of the Encounter each side must deploy their figures into groups. Each group will automatically have a Leader and figures in a group do not have to have the same Rep.

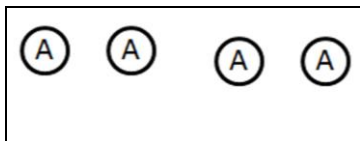
FORMING & SPLITTING UP GROUPS

Groups are not permanent. You can form up or break apart your group into larger or smaller groups at any time during the turn when you are active or when forced to do so by a reaction.

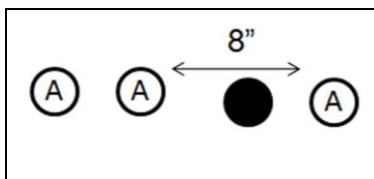
GROUP COHESION

A group consists of one or more figures with one being the group leader. To qualify as a group the following two requirements must be met.

- Remain within 4" of one or more figures in the group.
- Have a Line of Sight (LOS) to one or more figures in the group and/or be in LOS of one or more figures in the group.



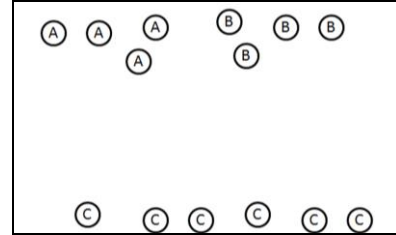
In this picture we see a four figure group. All of the figures are within 4" of another figure and LOS.



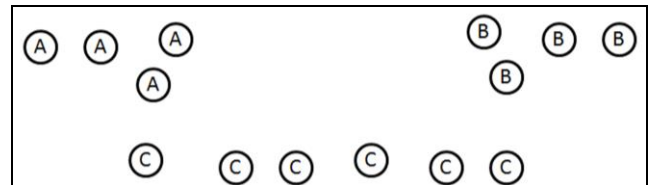
In this picture one member of the group has been hit and is no longer functioning. This could be out of the fight or obviously dead but as he is not in carry on status, the link between figures is broken. There are now two groups that will activate separately.

LARGE GROUPS

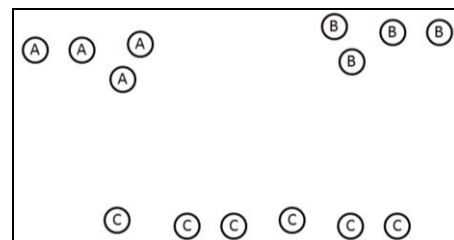
You can make large groups of multiple groups just as you do with multiple figures. This could occur when two Non-Player Groups decide to band together under one Leader.



Example - In the picture above we see three groups. Groups A and B are grouped together as they are within 4" and LOS and activate at the same time. Group C is more than 4" from A and B so will activate separately.



In this picture groups A and B start the turn apart in separate groups. Group C activates and moves within 4" of the other groups. The Star Leader is now in charge of all three groups and they can activate at the same time.



In this picture the groups from the previous example activate at the same time and groups A and B move away. As none of the groups are within 4" of each other the figures are now in three groups and will activate separately.

CHAIN REACTION 3.1 - FINAL VERSION

LEADERS

All groups will always have a Leader. Here's how we do it:

- The Star Leader is always the Leader when in a group.
- A Temporary Leader is the figure in the group with the highest Rep and only acts as a leader when the Star Leader is not with the group.

LEADER FUNCTIONS

All Leaders have two specific functions they will use to affect their group. Here's how we do it:

- The Leader allows for all figures in his group to activate when he does.
- The Leader is allowed to use Leader Die to inspire his group when taking Reaction Tests.

USING LEADER DIE

When the Leader is part of a group he is allowed to roll a Leader Die to help inspire the group when taking Reaction Tests. Here's how we do it:

- The Leader Die is used when the group must take the Crisis or Recover From Hunker Down Tests (page 13). A (LDR) will be found next to these Reaction Tests on the QRS located in the rear of the book.
- To use Leader Die throw 1d6, read the result as rolled and compare the result to the Rep of the Leader.
 - If the result is passed 1d6; add this to the number of d6 passed by each figure in the group.
 - If the result is passed 0d6; add this to the number of d6 passed by each figure in the group.
- Leader Die is used even if the Leader does not need to take the test.
- Leader Die is not used when the Leader is by himself.

Example - Sgt. Harris (Rep 4) is the leader of a group composed of four Rep 3 Police Officers. Three members of the group come under fire and they must take the Crisis Test.

I roll 2d6 for the three officers under fire and score a 5 and a 3. This means that they have passed 1d6.

I now roll 1d6 for the Leader Die as Harris is with the group. I score a 4 so have passed 1d6. This is added to the group result so they have passed 2d6.

Reaction dice are rolled for the group but applied individually to only the figures taking the test.

MULTIPLE LEADERS

In situations where more than one Leader is present only the Leader Die of the highest Rep is used.

Example – I am playing a Military game. A Platoon Leader joins a group in his platoon. The group will use his Leader Die as long as he is carrying on (page 14) with the group. Once he leaves or is disabled, the group Leader will use his Leader Die.

STOP!

Groups are formed and disbanded as needed and consist of multiple figures. The smallest group is one figure. There is no limit on the maximum as long as they qualify as a group. What two requirements must be met to be part of a multi-figure group?

Leader Die is used by rolling 1d6 versus the Rep of the Leader.

CHAIN REACTION 3.1 - FINAL VERSION

RULES OF WAR

Now let's go over the rules in the order that you will use them during the game.

TURN SEQUENCE

Chain Reaction - 3.1 Final Version is played in turns, with one phase of activation per side. Although Encounters can last an unlimited number of turns, each turn follows a strict sequence.

- Before the game begins each side chooses a d6 of different colors.

Example - I choose a blue d6 and Jim Bob Joe chooses yellow.

- At the start of the turn both dice are rolled. This is called rolling for Activation.
- If the die scores are the same (doubles) re-roll them.
- If the die scores are not doubles 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 Yellow 4 are rolled. I scored higher so I can activate my groups first.

- Only groups with a Leader whose Rep is 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 Yellow 4 were rolled. My side scored higher so I activate first. I can activate only groups that are led by a Rep 5 or higher Leader.

- 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 the active sides 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 Yellow 4 were rolled. I went first and have finished activating all the groups I wanted to. It is now Jim Bob Joe's turn. He can activate only groups that are led by a Rep 4 or higher Leader.

- After both sides have activated all of their eligible groups and all reactions have taken place the turn is over and Activation dice are rolled again.

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

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.
- Stay in place, changing the way it is faced if desired.
- Charge into Melee (page 21).

OTHER ACTIONS

When active, figures can do the following actions in addition to those previously listed and still make a normal move.

- Pick up dropped weapons or other items.
- Reload a weapon.

FIRING

In addition to the previous actions, figures can fire during the turn at the following times:

- Once when active, if loaded.
- Each time called upon by any Reaction or Charge into Melee Test, if loaded.

CHAIN REACTION 3.1 - FINAL VERSION

MOVEMENT

There are two types of movement, voluntary, when the figure is *active*, and involuntary when caused by a Reaction Test.

NORMAL MOVEMENT

Normal movement for all infantry figures is 8".

FAST MOVE

If desired a figure can attempt to move faster than normal speed. Here's how we do it:

- Declare the intent of the *group* to Fast Move.
- Roll 2d6 for the group and compare each die score individually to the Rep of each figure Fast Moving.
- For each d6 passed, the figure is allowed to add 4" to its move.
- Figures declaring a Fast Move will count as moving fast regardless of the actual distance moved.

Example – A group of four figures want to Fast Move. I roll 2d6 and score a 4 and 5. Here's how the group will move.

The Rep 5 passes 2d6 and can move 16".

The Rep 4 passes 1d6 and can move 12".

The Rep 3 passes 0d6 and can move 8".

GOING PRONE

Figures can go prone at any time during their turn. 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.
- Going prone ends their movement.
- To regain their feet takes half of their movement distance.

INVOLUNTARY MOVEMENT

Figures can be forced into involuntary actions and movement due to the results of a Reaction Test (page 11). The possible involuntary actions and moves are as follows.

DUCK BACK – Figures that Duck Back are seeking cover and safety. Here's how we do it:

- Move to the nearest cover within 6". This can be in any direction, even forward.
- If no cover is available within 6" the figure will drop prone in place, ending its turn.
- It may not fire until active or 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.

HUNKER DOWN – Figures that Hunker Down seek cover, safety and do not want to fight. Here's how we do it:

- Stay in cover or move to nearest cover within 6". If no cover is available within 6" the figure will drop prone in place, ending its turn.
- It may not function until having passed a Recover Test from Hunker Down.
- If confronted by an enemy within 4" it will surrender.
- Figures in Hunker Down cannot see or be seen by the cause of the test but those that go prone can.
- If a second Hunker Down is scored at any time during the fight this becomes a Leave the Battlefield result.

LEAVE THE BATTLEFIELD - Move to the nearest table edge at Fast Move and continue until exit the table.

OUTGUNNED – Outgunned figures will behave as if scoring a Duck Back result.

RETURN FIRE – The figure immediately returns fire at the cause of the test.

SNAP FIRE - The figure immediately returns fire at the cause of the test but takes the Snap Firing penalty.

STOP!

Each turn starts with two opposite colored d6 being rolled.

What happens if *doubles* are rolled?

High score activates first. Only groups with a Leader having a Rep equal or greater than the d6 result can activate.

After a group has activated and all reactions it caused are resolved, the next group can activate.

Review the actions available to each figure when active.

Normal movement is 8" and Fast Move can be up to 16".

How is Duck Back different than Hunker Down?

REACTION

This section covers the heart of the THW system. It's called the *Reaction System*. Reaction Tests reflect how a figure will perform when under physical, mental, or emotional stress during the fight.

Reaction Tests represent immediate unthinking reactions to certain events. Here's a real life example. You're in the kitchen and grab a pot. It's hot and you immediately let go of it. That's a reaction. Next you grab a towel and then grab the pot. That's an action.

Figures take Reaction Tests during the game when called upon. Let's look closer at each Reaction Test.

IN SIGHT

The In Sight Test is a Reaction Test taken differently than the others. First let's explain the difference between being In Sight and Out of Sight.

IN SIGHT OR OUT OF SIGHT

Figures are *always* in sight or out of sight

A figure is in sight when:

- An enemy figure can trace a *Line of Sight* (page 16) to that figure, from figure base to figure base. This applies even if that figure is *in cover or concealed or both*.

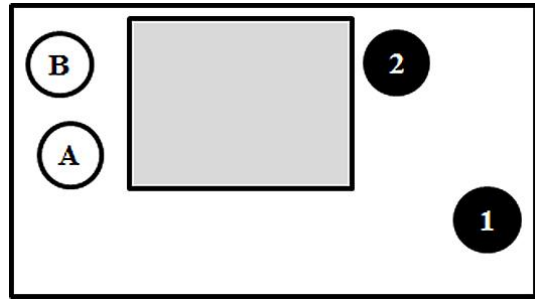
A figure is out of sight when:

- It cannot be seen because of intervening terrain.
- 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 any other figure in the way.

TRIGGERING AN IN SIGHT TEST

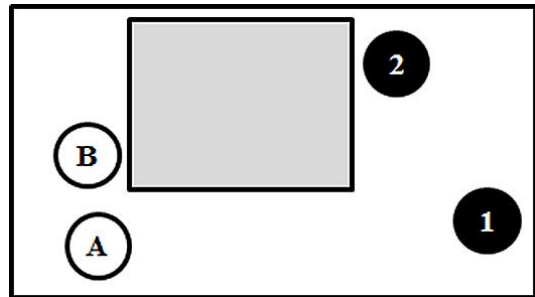
Here's how an In Sight Test is triggered:

- Whenever a group has an opposing group enter into its Line of Sight or LOS, and the opposing group was not seen previously during this activation phase, the In Sight Test has been triggered. Note that not all figures in the group will qualify to take the In Sight Test.



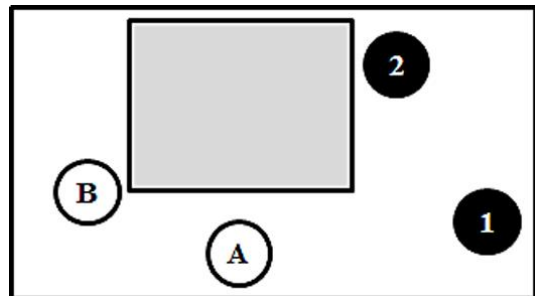
In this picture the white side cannot be seen by "1" or "2".

- 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 "1" triggering the In Sight Test.

- Once the test is triggered the triggering group is allowed to move all of its figures (whether they triggered the In Sight or not) up to two additional inches. This movement could result in the figure going out of sight.



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".

CHAIN REACTION 3.1 - FINAL VERSION

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:

- The Leader of each group with LOS takes the In Sight for the whole group.
- Each Leader starts with 1d6 per level of their Rep.
- Consult the In Sight Table.
- Modify the number of d6 each Leader rolls, by any applicable Circumstance or Attribute.
- 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 Leader reaches 0d6.
- The Leaders roll their modified d6 total looking for successes, a score of 1, 2 or 3.
- Place a d6 with the number of successes scored, facing up, next to each figure in the group involved in the test. This is for ease of play. When each figure has resolved its action, remove the d6.
- Only one side can win the In Sight Test. The side with the higher number of successes has won the In Sight.
- If the number of successes is equal, re-take the test.

REP	IN SIGHT
	<i>(Looking for successes)</i>

CIRCUMSTANCE	MOD
<i>Active</i> - Character is active and moved.	-1d6
<i>Concealed</i> - Enemy is concealed.	-1d6
<i>Ducking Back</i> – Character is Ducking Back.	(1)
<i>Hunker Down</i> – Character is Hunkered Down.	(1)
<i>Leaving the Battlefield</i> – Character is Leaving the Battlefield.	(1)
<i>Temporary Group leader</i> – Temporary Group Leader taking the test.	-1d6

(1) Figure cannot fire and will complete its reaction instead.

RESOLVING IN SIGHT ACTIONS

The group winning the In Sight will now act, from highest Rep to lowest. Here's how we do it:

- Fire.
- If the figure cannot fire it will Charge into Melee if within 6".
- If the figure cannot fire or Charge into Melee it will Duck Back.

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. This triggers a new In Sight.

COMPLETED IN SIGHTS

Once *all* figures have taken the In Sight Test and have completed their actions, appropriate Reaction Tests are taken and the active side continues its part of the turn.

STOP!

Take two figures and place them on the table, out of sight of each other. Both are Rep 4.

Roll 2d6 for Activation. Move the active figure into sight. Once the In Sight is triggered every figure in the group can move 2" before the In Sight is taken.

Take the In Sight Test for both sides. Did you modify the number of d6 rolled by the applicable Circumstance? By the one side being active and moving?

Only one side can win the In Sight Test, this is different than other THW rules. Remember that after the winning side resolves their actions, the other side will be taking Reaction Tests.

Just to recap. The In Sight is taken by the Leader in the group with a qualifying LOS. This means that a Temporary Leader could take the test.

CRISIS TEST

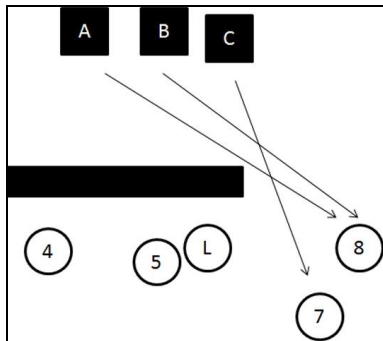
The second Reaction Test is the Crisis Test. There are two reasons to take the test. They are:

- The figure is Fired On and did not get hit.
- The figure is within 4" and LOS of a friendly figure being hit by fire, called Man Down.

HOW TO TAKE A CRISIS TEST

Here's how a Crisis Test is taken.

- Determine what is causing the test; Fired On, Man Down or a combination of both. If more than one cause, you still take one test but apply the worst result.
- Determine which figures in the group must take the test. Note that there will be times when some figures will take the test and others will not.
- Roll 2d6 for the *group* taking the test.
- Roll any applicable Leader Die whether or not the Leader has to take the test.
- Determine how many d6 were passed based on the individual Rep of each figure taking the test. *This may result in figures in the same group behaving in different ways.*



In the picture above we see a group come into sight of three enemy figures. "A" and "B" can only see "8" while "C" can see both "7" and "8". After taking an In Sight Test, figures "A", "B" and "C" fire at "7" and "8".

Both are missed and they take a Crisis Test for being fired on. 2d6 are rolled and a 5 and a 3 are scored. 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. Adding the pass 1d6 result means soldier "7" passes 2d6, so returns fire while soldier "8", due to a lower Rep, returns fire but counts the Snap Fire penalty.

RECOVER TEST

The third Reaction Test is the Recover Test. There are two reasons to take the test. They are:

- The figure takes Damage from fire or melee.
- The figure is Hunkered Down and trying to Carry On.

HOW TO TAKE A RECOVER TEST

Here's how a Recover Test is taken.

- Determine what is causing the test; taking Damage or Hunker Down.
- Roll 2d6 for the *figure* taking the test, not the group.
- Roll any applicable Leader Die whether or not the Leader has to take the test, if trying to recover from Hunker Down.
- Determine how many d6 were passed based on the Rep of the figure taking the test.

Example – Pvt. Smith is hit by fire and must take the Recover Test. He rolls 2d6 versus his Rep (4) and scores a 3 and 4. Passing 2d6 he is knocked to the ground and is knocked down but carrying on. He can get up when next active.

Later he is outgunned and takes a Crisis Test. He passes 0d6 so must Hunker Down. The next turn he tries to recover and as his Leader is in the group he gets the benefit of Leader Die. He passes 1d6 and now becomes Duck Back. He can automatically Carry On next turn.

MULTIPLE RESULTS

There may be times when a figure qualifies for more than one Reaction Test and scores more than one result, sometimes conflicting. Here's how we do it:

- One set of d6 are rolled.
- Apply the results to each cause of the test.
- Take the worst result.

See the Status and Actions section (page 14) for more details.

CHAIN REACTION 3.1 - FINAL VERSION

COMPLETING REACTIONS

There may be times when a figure is carrying out a Reaction Test and may be forced to take another test prior to completion of the first. When called for the figure immediately takes the second Reaction Test, cannot score better than the first result, but can score worse.

Example - A figure takes a Crisis Test and scores a result of Duck Back. The figure moves towards cover and into the sight of another enemy figure triggering an In Sight Test. The enemy fires and misses the ducking back figure before it has completed its move. The ducking back figure takes a new Crisis Test and passes 2d6 which would allow him to return fire. However, he cannot score better than the Duck Back result, so continues on towards cover.

STATUS AND ACTIONS

The Reaction Tests can change the status of a figure or 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. This is the best status the figure can have. A figure is considered to be *carrying on* if it is *not* doing any of the following. We have ranked them from best to worst.

- Return Fire.
- Snap Fire.
- Outgunned
- Duck Back.
- Hunker Down.
- Leave the Battlefield.
- Out of the Fight.
- Obviously Dead.

DUCK BACK – Figure is trying to find cover. Here's how we do it:

- Move to the nearest cover within 6". This can be in any direction, even forward.
- If no cover is available within 6" the figure will drop prone in place, ending its turn.
- It may not fire until active or 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.

HUNKER DOWN – Figure is trying to withdraw from the fight. Here's how we do it:

- Stay in cover or move to nearest cover within 6".

- If no cover is available within 6" then the figure will drop prone in place, ending its turn.
- It may not function until pass a Recover Test and if confronted by an enemy within 4" will surrender.
- Figures in Hunker Down cannot see or be seen by the cause of the test but those that go prone can.
- If a second Hunker Down is scored at any time during the fight this becomes a Leave the Battlefield result.

LEAVE THE BATTLEFIELD – Move to the nearest table edge at Fast Move and continue until exit the table.

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.

OUTGUNNED – Outgunned figures will behave as if scoring a Duck Back result.

RETURN FIRE – The figure immediately returns fire at the cause of the test.

SNAP FIRE – The figure immediately returns fire at the cause of the test but takes the Snap Firing penalty.

STOP!

One set of d6 are rolled for each group taking the Crisis Test but the results are applied to the Reps of each figure separately. This means that figures in the group may behave differently.

Take three figures and place them on the table. They are a Rep 5 Leader, a Rep 4 Ganger and a Rep 3 Ganger. All three are fired on. The dice are rolled and a 4 is scored for the Leader Die. The other d6 result in a 4 and 6. Look on the Crisis Test and see how the three Gangers react.

How many d6 did each pass?

The Recover Test is used when trying to Recover from Hunker Down and when taking Damage. The test is taken by rolling 2d6 versus the Rep of each figure and not for the group. The Leader Die is not used if testing to Recover from Damage.

What is worse? Ducking Back or Hunkered Down?

RANGED WEAPONS

There are two ways to inflict damage in *Chain Reaction*. The first is through ranged weapons fire and the other is through melee (hand-to-hand combat). Trust me on this; melee should be considered a last resort.

Each weapon is defined by type and in some cases weapons have been lumped into broader categories. Weapons are defined by four characteristics.

TYPE – What it is.

RANGE – The range listed for every weapon is its *effective range* or the range that *the shooter feels he has a reasonable chance of hitting the target*. This range is considerably shorter than most of the weapon's maximum ranges.

TARGET – The maximum number of d6 rolled when the weapon is 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 arc of fire (spread) of the weapon.

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

If the weapon fires a round that explodes, such as a hand grenade, the weapon will use a *blast circle* (page 20).

IMPACT – The damage a hit from the weapon can do.

WEAPONS TABLE

TYPE	RANGE	TARGET	IMPACT
Assault Rifle (AR)	48	3	3
BA Pistol (BAP)	12	2	2
Bolt Action Rifle (BAR)	48	1	3
Grenade (G)	6	5" ⁽¹⁾	2
Machine Pistol (MP)	12	3	1
Pistol (P)	12	2	1
Rocket Launcher (RL)	48	5" ⁽²⁾	5
Semi-Auto Rifle (SAR)	48	2	3
Shotgun (SG)	12	3 (6) ⁽³⁾	2
Squad Auto Weapon (SAW)	48	4	3
Submachine Gun (SMG)	24	3	1

(1) 5" blast circle when using 28mm, reduced to 3" for 15mm.

(2) After the Rocket Launcher has fired it counts as suffering Tight Ammo. (3) The shotgun rolls 6d6, takes the best three results and applies them for hits. All 6d6 are counted for Tight Ammo.

OUTGUNNED RANKINGS

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

If a figure shoots with a weapon with a higher OR than what the target has or if the target cannot shoot back due to being out of ammo or out of range, the target is *outgunned*. The target will take the Crisis Test but cannot score a result better than Duck Back.

Example – Billy Pink has a submachine gun (OR 3) but is out of ammo. He is fired on by Slag who is using a semi-automatic rifle. Billy takes the Fired On Crisis Test and passes 2d6. Although Billy has a weapon with a better OR than the shooter as he cannot fire because he is out of ammo, he instead must Duck Back.

X OUTGUNNED RANKINGS

OR	WEAPON TYPE
5	Blast circle weapons.
4	Target 4 weapons.
3	Target 3 weapons.
2	Target 2 weapons.
1	Target 1 weapon.
0	Those that cannot return fire.

TIGHT AMMO

Ammo in *Chain Reaction* is pretty much unlimited. However, there still is a chance that the weapon may temporarily run out of ammo and must be reloaded. Here's how we do it:

- Anytime two or more *ones* are rolled when firing the weapon it is out of ammo and cannot be fired again until reloaded.
- It takes one turn of activation to reload the weapon.
- Figures reloading weapons may move but cannot exceed their normal movement.
- The weapon is considered out of ammo after all d6 have been applied.

Example – Ivan fires with a SMG and rolls a 1, 1, and 5. He scores one hit with the 5 but the two "ones" mean he is out of ammo.

CHAIN REACTION 3.1 - FINAL VERSION

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 *Chain Reaction - 3.1 Final Version*.

LINE OF SIGHT

To shoot something you must first be able to see it. A straight line from the shooter to the target is called a Line of Sight or LOS. Here's how we do it:

- Line of Sight extends across the whole table and is blocked only by friendly figures, terrain, buildings and sometimes weather.
- LOS is to the front of the figure up to a 180 degree arc.
- 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 between figures inside woods or rough terrain is reduced to 12" in the daytime and 6" at night. If at the edge of the woods the figure can see and be seen from outside the woods as normal.
- LOS in *inclement weather* such as fog, rain or snow, is reduced to 12" in the daytime and 6" at night.

COVER OR CONCEALMENT

There will be times when a character will be in cover, concealment or both. Cover and concealment are different.

- *Concealment* makes you harder to see. Concealment does not stop a bullet. Concealment comes into play when taking the In Sight Test.
- *Cover* stops a bullet from hitting parts of your body, so it makes it harder to be hit. Cover comes into play on the Ranged Combat Table.

So how do you tell which is which? We've put together a short list that answers the question. Players should match the terrain on the table with the type that best resembles it on the Cover or Concealment List *before* the game begins.

#

COVER OR CONCEALMENT

TYPE	RESULT
Buildings, Inside.	<i>Stationary figures</i> inside of buildings are in cover and concealment. <i>Moving figures</i> inside buildings are concealed.
Vehicles, Inside.	Figures inside vehicles are in concealment.
Vehicles, Behind.	Figures behind vehicles are in cover.
Woods or Rocky.	<i>Stationary figures</i> inside woods or rocky areas are in cover and concealment. <i>Moving figures</i> inside woods or rocky areas are concealed.

RESOLVING FIRE

Fire continues between two 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 figure has ducked back.
- One figure has left the battlefield
- One figure has been hit by fire.

It is common for figures to fire multiple times in one turn, both when active and in reaction.

Example – Ahmed fires his rifle at Qwan and misses. Qwan takes the Crisis Test and fires back with his SMG and misses as well. Ahmed takes the Crisis Test and passes 2d6. Normally he should return fire but instead Ahmed will Duck Back as he is outgunned. This ends the fire between the two figures.

ARC OF FIRE OR SWATH

Each weapon has an arc of fire or *swath* equal to 1" for each point of Target. The first figure fired at defines where the arc of fire begins. Figures in the arc, up to the Target, can be hit.



In this picture the shooter has a 3" swath, defined by the Target of 3. He is allowed to shoot up to 3 targets, one per inch of swath if desired.

CHAIN REACTION 3.1 - FINAL VERSION

TARGET SELECTION

Figures match up one on one when targeting each other whether firing or charging into melee. The firing side or the charging side if going into melee determines target allocation.

After one side has all of their figures targeted the other, more numerous side, will randomly roll to determine who the left over shooters will target or chargers will melee.

Figures in reaction will always target the figures that shot at them. When taking an active fire the player may choose his targets.

APPLYING THE TARGET DICE

A figure can apply its Target Dice as desired. Here's how we do it:

- Before firing the shooter must declare how many shots will go onto each target. It is possible for one target to have multiple shots applied on it.
- Roll the dice and arrange them 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.
- Best bet? Always apply one shot to the first target and the rest to other targets.

Example –Hans fires his SMG at Charles and Billy Pink. He declares to fire 1d6 at the first target, Charles, and the rest at Billy. Hans rolls a 3, 5 and 2. The d6 are laid out from high to low (5, 3, and 2). The 5 will be applied to Charles and the rest applied to Billy.

Remember that the swath is measured from the first target then to the left or right. Using the swath may take an eligible figure that is closer to the shooter, out of the swath, even if that figure could be targeted. The swath is most effective when firing an automatic weapon along a line of figures from the side to side or at a column of figures from the side.

SHOOTING A WEAPON

Here's how to shoot a weapon.

- First establish a LOS between the shooter and the target figure.
- Roll a number of d6 depending upon the Target of the weapon. Place each d6 next to each target figure with the highest score on the first target and working to the lowest score.
- Next add them individually to the shooter's Reputation.
- Compare these totals 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.

TARGET RANGED COMBAT

(Read the result as rolled)

A result of two or more "ones" means out of ammo.

#	RESULT
3 to 7	SHOOTER MISSED
8	SHOOTER MISSED IF <ul style="list-style-type: none">• Fast Moving.• Snap Fire. TARGET WAS MISSED IF <ul style="list-style-type: none">• In Cover.• Prone.• Fast Moving.• Second or higher target. OTHERWISE – HIT.
9	SHOOTER MISSED IF <ul style="list-style-type: none">• Fast Moving.• Snap Fire. TARGET WAS MISSED IF <ul style="list-style-type: none">• In Cover.• Third or higher target. OTHERWISE – HIT.
10+	SHOOTER HITS TARGET

Example - Billy Pink (Rep 5) fires his Semi-automatic Rifle at Hans who is in cover. Billy rolls a 3 and 6. Each die is added to the Rep of Billy (5), which results in an 8 (5+3 = 8) a miss and an 11 (6+5 = 11) a hit.

CHAIN REACTION 3.1 - FINAL VERSION

DETERMINING DAMAGE

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

- Roll 1d6, read the result as rolled and compare the score to the Impact of the weapon.

1 RANGED COMBAT DAMAGE

(Taken versus Impact)

SCORE	RESULT
"1"	Target is Obviously Dead.
Impact or less but not a "1"	Target is knocked to the ground and Out of the Fight.
Higher than Impact	Target is knocked to the ground and immediately takes the Recover Test.

Example – Billy Pink has hit Hans with his Semi-Auto Rifle. Billy rolls 1d6 and scores a 4. This is higher than the Impact of 3 so Hans is knocked to the ground and must take the Recover Test. Hans rolls 2d6 versus his Rep of 3 and passes 2d6. He is knocked down but can Carry On.

AUTO-KILL OR CAPTURE

If an active figure comes into contact with an *out of the fight* figure he can choose to automatically dispatch the figure or capture him. If captured the figure must be guarded by at least one armed figure. Each armed figure can guard up to six enemy figures.

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 Snap Firing 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:

- Whenever a Rep 3 fires and rolls a "6" but still cannot hit the target, such as when a target is in cover, he is allowed to roll 1d6 again.
- If the score is equal to or lower than his Rep (3) a hit is scored.

- Otherwise, treat the result as a Miss requiring the target to take a Crisis Test.

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

GRENADES

Military, Guerilla and Militia groups can have grenades. In this section we explain how they are used.

READY THE GRENADE

In Chain Reaction you can choose to use hand grenades. A figure can only throw one grenade per turn. This can be when active or in reaction. Prior to throwing the grenade it must be readied. Here's how we do it:

- The figure must be active.
- It takes half of their movement to ready the grenade.
- Roll 1d6 versus the Rep and determine if he passes 1d6 or 0d6.
- Consult the Ready the Grenade Table.
- Carry out the results.

1 READY THE GRENADE

(Taken vs. Rep)

# D6 PASSED	RESULT
1	Grenade is readied and can immediately be tossed.
0	Grenade is readied but cannot be tossed until next active or in reaction.

DISABLING THE GRENADE

If needed, a figure can declare he is disabling the grenade, taking it out of its readied state. This can only be done when active.

Note that a figure hit by fire or in melee and becoming *out of the fight* or *obviously dead* will drop any grenade that they are holding. If it has been readied it will immediately go off on the spot occupied by the figure.

CHAIN REACTION 3.1 - FINAL VERSION

THROWING A GRENADE

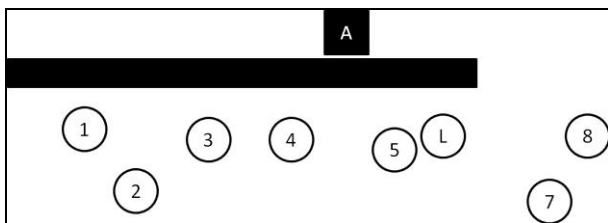
Grenades can be thrown up to 6". Here's how we do it:

- Nominate the spot the grenade is to land.
- Roll 2d6 versus the thrower's Rep.
- Consult the Throwing a Grenade Table. This table is used *instead* of the Ranged Combat Table.

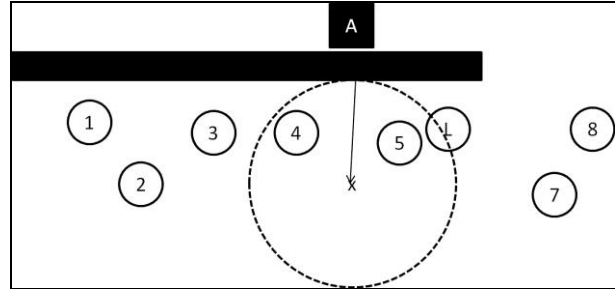
2 THROWING A GRENADE

(Taken vs. Rep)

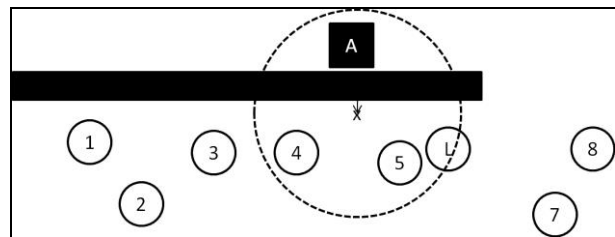
# D6 PASSED	RESULT
2	Grenade lands on the nominated spot. Center the blast circle on the nominated spot and check for damage.
1	<ul style="list-style-type: none"> • If the thrower cannot see the nominated spot, such as behind cover or concealment, the grenade misses. The explosion causes the target to take a Crisis Test. • If the thrower can see the nominated spot or the grenade is being dropped over a wall, rolled into a doorway, or similar, it lands on the nominated spot. Center the blast circle on the nominated spot and check for damage.
0	Oops! Grenade is dropped at the feet of the thrower. Center the blast circle on the figure and check for damage. All within the blast circle must roll their Rep or less on 1d6 to drop prone and escape damage.



In the above illustration "A" is active and wants to toss a grenade. He first must ready it so rolls 1d6 versus his Rep of 4. He scores a 1, passing 1d6 and consults the Ready the Grenade Table. He now has a grenade ready to throw. He cannot see over the wall so must choose to either throw the grenade blindly over the wall at a nominated spot or drop it over the wall.



"A" decides to throw blindly and nominates a spot on the other side of the wall 6" away from him. He rolls 2d6 on the Throwing the Grenade Table and passes 1d6. As he cannot see the nominated spot he has missed but all the enemy figures within the blast circle, dotted line, must now take the Crisis Test.



"A" decides to drop the grenade over the wall. He rolls 2d6 on the Throwing the Grenade Table and passes 1d6. The grenade lands on the nominated spot and all within the blast circle can be hit. This also includes "A" who will count as being in cover. I now roll 1d6 for each target against the Impact of the grenade.

"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 (Military, Guerilla or Militia), whenever a figure needs to use a grenade, it is assumed to have one. Yes, it's *fudging* but it makes the game move more quickly! Doesn't that allow for the whole group to ready grenades? It sure does, give it a try and let me know how it works out for you!

BLAST CIRCLES

If a weapon *fires* a round that explodes, such as a Rocket Launcher, the weapon will use a *blast circle* instead of a swath. Here's how we do it:

- Be sure you have a LOS to the target.
- Nominate the spot where you want the round to land.
- Roll on the Ranged Combat Table (page 34) as you would normally do.
- If a hit is scored center the 5" blast circle on the spot.
- All targets inside this circle will be affected by the blast.

ESCAPING DAMAGE

Any figure, friend or foe, within a blast circle may be damaged with the following exceptions:

- Anyone with cover between themselves and the nominated spot can escape damage. If the DV (page 24) of the cover is equal or higher than the Impact of the weapon, the figure is unharmed but must take a Crisis Test.
- Anyone that is prone will escape damage but must take a Crisis Test.

STOP!

Weapons are defined by the distance they can fire out to (Range), the number of d6 they roll when firing (Target) and the damage they can deliver (Impact).

To shoot you need a clear LOS the target. Roll 1d6 for each point of Target and add each to the Rep of the shooter. Arrange the dice from highest to lowest when firing.

Take out two figures. One is a Rep 3 with a submachine gun the other a Rep 4 with a bolt-action rifle. Place them out of sight of each other.

Roll activation and move the active figure into sight. Take the In Sight Test. Resolve any fire. Take any Crisis Test as needed. Did you remember that the bolt-action rifle is *outgunned* by the submachine gun?

When next active have one figure ready a grenade. Carry out a grenade attack. What are the two way to escape damage from a grenade?

MELEE

When figures come into contact they can enter into melee (hand-to-hand combat).

MELEE WEAPONS

There are two types of hand to hand weapons.

- **One Hand Weapon** – Those used with one hand. Swords or knives would be examples of a one hand weapon. Using a one hand weapon gives the user +1d6 in melee.
- **Two Hand Weapon** – Those used with two hands. Using a rifle, whether it has a bayonet or not, is an example of a two hand weapon. Using a two hand weapon gives the user +2d6 in melee.

CHARGE INTO MELEE TEST

The only way to enter melee, is via the Charge into Melee Test. Here's how we do it:

- The test is taken by the figure and not the group.
- The figure can be active or inactive.
- The test can be taken at any time during the active phase of the turn.
- 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 – A Russian soldier comes into sight of two Germans. The Germans win the In Sight and decide to Charge the Russian. All three roll the Charge Into Melee Test and the Russian results are applied separately to each German.

CHAIN REACTION 3.1 - FINAL VERSION

HOW TO CHARGE INTO MELEE

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

- The figure has LOS to a target and can move to 6" from the target, even if a Fast Move is required.
- 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 starts with 2d6.
- Go to the Charge into Melee Table.
- Modify the number of d6 by any applicable Circumstance.
- Roll the modified number of d6 versus the Rep of each involved figure.
- If charged by more than one figure, the target applies their results against all of the figures separately. This may mean the target could fire at each charger but only if armed with a weapon with adequate Target.
- Determine how many d6 each figure has passed.
- 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.

2	CHARGE INTO MELEE <i>(Taken versus Rep)</i>
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CIRCUMSTANCE	MODIFIER
Target in cover	+1d6
Target charged to flank	-1d6
Target charged to rear	-2d6

#D6 PASSED	CHARGER	TARGET
Pass more d6 than opponent	<i>Target</i> may not fire. <i>Charger</i> moves into melee. No Reaction Tests taken.	<i>Target</i> fires. <i>Charger</i> moves into melee. No Reaction Tests taken.
Pass same number d6 as opponent	<i>Target</i> Snap Fires. <i>Charger</i> moves into melee. No Reaction Tests taken.	<i>Target</i> Snap Fires. <i>Charger</i> moves into melee. No Reaction Tests taken.

MELEE COMBAT

After the Charge into Melee Test is resolved the charger is moved into contact with the target. Now it's time to melee.

- Go to the Melee Combat Table.
- 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, they are Evenly Matched. The figures remain in melee and when active, melee continues.
- If one figure scores more successes he has won the melee. Subtract the lower number of successes from the higher number of successes. The difference is called the Impact.
- The winner rolls 1d6 versus this number and consults the Melee Damage Table.

REP	MELEE COMBAT
<i>(Looking for successes)</i>	

MELEE WEAPON	MOD
One Hand Melee Weapon	+1d6
Two Hand Melee Weapon.	+2d6
CIRCUMSTANCE	MOD
<i>Evenly Matched</i> - Attacking an enemy that scored a result of Evenly Matched this turn during a melee. Count each result.	+1d6
<i>Prone</i> – Attacking a prone opponent.	+1d6
<i>Rear</i> – Attacking to the rear of an opponent. Only on the 1 st round of melee and must have qualified for the Target charged to rear modifier on the Charge into Melee Test.	+1d6

CHAIN REACTION 3.1 - FINAL VERSION

1 MELEE DAMAGE

(Read result as rolled)

SCORE	RESULT
"1"	Target is Obviously Dead.
Impact or less but not a "1"	Target is knocked to the ground and Out of the Fight.
Higher than Impact	Target is knocked to the ground and immediately takes the Recover Test.

Example – Billy Pink (Rep 5) is in melee with Jim Bob Joe (Rep 4).

Pink starts with 5d6 for Rep and adds the following modifiers: +1d6 for using a One Hand Weapon. He rolls 6d6 and scores a 1, 2, 2, 3, 4 and 5 for four successes.

Jim Bob Joe starts with 4d6 for Rep and adds the following modifiers: +2d6 for a Two Hand Melee Weapon, rolls 6d6 and scores a 1, 2, 4, 4, 4 and 6 for 2 successes.

Pink scores two more successes than Jim Bob and consulting the Melee Results Table, rolls 1d6 versus the number of successes he scored more. He scores a 2 and has knocked him down and Out of the Fight.

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

RETRIEVING WOUNDED

Characters can attempt to recover their wounded during the Encounter. Here's how we do it:

- When active or when Ducking Back in reaction a Grunt will roll 1d6 versus its Rep. If pass 1d6 it will attempt to retrieve wounded friends. If pass 0d6 they will not. Stars can always choose to retrieve wounded.
- Move into contact with the wounded figure.
- Pick up the wounded figure, reduce the remaining movement by 2", and move the remaining distance.
- Figures carrying wounded can take the Fast Move Test but will only pass at best 1d6.
- Figures can fire weapons when retrieving wounded figures but will count the Snap Fire penalty.
- Figures charged while retrieving wounded will drop the wounded.

MULTIPLE FIGURE MELEES

A figure may be meleed by more than one figure. Here's how we do it:

- Up to two figures can melee to the front and two to the rear.
- The side with more figures decides in what order its figures will attack. Attacks are carried out one on one.
- Every time a figure suffers a result of Evenly Matched, those subsequently attacking it will get a +1d6 bonus. If the figure is Evenly Matched against two enemies, the next attacker would receive a +2d6 bonus.

BREAKING OFF MELEE

Melee can only be broken off by a failed Crisis Test.

AFTER THE BATTLE

If you are keeping the same characters to use in multiple Encounters you must see if the wounded and those that left the battlefield return. Here's how we do it:

- Roll 2d6, read each result as rolled and compare it to the Rep of each figure.
- Determine how many d6 are passed.
- Consult the After the Battle Recovery Table.
- Go down the left-hand column to the appropriate row, then across and immediately carry out the result.

2 AFTER THE BATTLE RECOVERY

(Taken vs. Rep)

# DICE PASSED	RESULT
2	Figure returns to the group.
1	Out of the Fight returns to the group. Those that left the battlefield do not return.
0	Figure does not return.

STOP!

Before going any further 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. How many figures can melee one figure at the same time? Remember that melees are carried out on a one on one basis.

Remember that you cannot break off a melee.

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

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.

BUILDINGS

We handle buildings in an abstract and simple way so as not to slow down game play.

BUILDING SIZE AND AREA

Buildings come in different sizes with the larger ones being composed of more than one area. Here's how we do it:

- Buildings that are roughly 6" x 6", when playing with 28mm figures, are small and have one area.
- Buildings that are considerably bigger will have multiple areas. You can tell this by looking at the building and deciding the number of areas before the Encounter.
- Additional floors above the ground floor areas will also count as additional areas.

ENTERING AND EXITING

Figures may enter or exit a building at a reduction of 4" through a window, 2" through a door.

Moving between floors takes one turn of activation or reaction.

COVER OR CONCEALMENT

Buildings provide cover and concealment to those inside. Unless specified as being at a window or door, figures inside buildings cannot be seen.

BUILDING DEFENSIVE VALUES

Just like vehicles have Armor Ratings buildings have Defensive Values (DV). The DV of a building is based upon what materials it is made of.

- **FRAME STRUCTURE** – Made of wood or lightweight materials with a DV of 1
- **WOODS OR ROUGH** – These areas have a DV of 2.
- **MASONRY BUILDINGS** – Brick type house or structure with a DV of 3.
- **CONCRETE** – Typical basement walls or stone walled building with a DV of 4.

Players should agree to what types of buildings are being used before the Encounter.

FIRING AT BUILDINGS

A hit from a *Rocket Launcher* can have a catastrophic effect on a building area. Here's how we do it:

- If an area that collapses has another area above it there is a chance (1 - 3) that it will collapse with the occupants underneath being Obviously Dead and those inside the upper collapsed area taking the Recover Test from Damage.
- Otherwise the area remains in place with the occupants taking a Crisis Test.
- In the event that *all* of the areas on one level of a building have collapsed, the collapsing of the last one of these will collapse those areas above.

FIRING FROM BUILDINGS

Figures inside a building can fire at targets outside. Here's how we do it:

- Up to two figures can fire from a door or window, counting as concealed and in cover.

TERRAIN

Our Encounters may specify what the terrain will look like but in general just populate the board with appropriate scenery.

We recommend using whatever you already have.

SETTING UP THE TABLE

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'.

GENERATING TERRAIN

Unless previously determined by the scenario, players should use the following system to generate terrain for the battlefield.

1 - Divide the table into nine roughly equal sections. See the following illustration that shows the corresponding number for each section. 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

2 - Determine the overall terrain type of the battlefield. You can base this on the actual terrain that the forces historically fought over or simply roll 1d6.

- 1 - 3 = Clear.
- 4 = Urban.
- 5 = Wooded.
- 6 = Mountainous.

Example - I have divided the table into nine sections but do not know what type of terrain it will have. I roll 1d6 and score a 4. I will use the urban area column to determine the actual terrain in each section.

TYPES OF TERRAIN

There are four types of terrain. They are-

Clear: This terrain is primarily flat.

Urban: This covers densely packed cities down to individual structures.

Wooded: This represents dense wooded or jungle areas that slow travel and obscure vision. Wooded also includes marshes and *bocage* found in France.

Mountain: These are legitimate mountains that hinder or prevent movement through them.

HOW MANY PIECES OF TERRAIN?

After you have determined the overall type of terrain on the battlefield it's time to see what the table will look like. Here's how we do it:

- Start from section number one and work your way to section number nine.
- Roll 1d6, read the result as rolled and consult the Terrain Generator Table.
- Go down the left-hand column to the appropriate row and across to the appropriate column for the overall type of terrain.
- This tells you the type of terrain that occupies at least 75% of that section.

1 TERRAIN GENERATOR

(Read the result as rolled)

#	CLEAR	URBAN	WOODED	MOUNTAIN
1	Clear ^(W)	Clear ^(W)	Clear ^(W)	Impassable
2	Clear	Clear	Clear	Clear
3	Clear	Clear ^(B)	Woods	Impassable
4	Clear ^(B)	Clear ^(B)	Woods	Woods
5	Hill	Hill ^(B)	Woods	Woods
6	Woods	Woods	Wooded Hill	Impassable

(B) See the Urban section following.

(W) See the Water section following.

Example - I have determined that the overall terrain type of the board will be clear. I roll 1d6 on the Terrain Generator Table for section one and score a 3, clear terrain. I roll a 4 for section two, clear with a chance of buildings. I continue to roll until all nine sections are full.

CHAIN REACTION 3.1 - FINAL VERSION

TERRAIN & SCENERY

This section describes terrain and what effects it may have on your figures.

Each area of terrain must cover at least 75% of the section that it is. The boundary of the terrain area should be easy to distinguish.

CLEAR

These are open, empty areas that do not provide figures inside of them any possible cover or concealment.

HILL

These are elevations that slope down in two directions and blocks Line of Sight between figures on opposite sides of its crest or ridgeline.

- Movement for vehicles going up or down the hill is at cross-country if on road and at half cross-country speed if not.
- Figures within 1" of the crest or ridgeline of the hill are considered to be in cover to those on the opposite side. They can see and be seen from the other side.
- Vehicles within 1" of the crest or ridgeline of the hill are considered to be *hull down* which means that any hits to the hull are considered to be misses but cause a Vehicle Crisis Test.

IMPASSABLE

These are the bases of inaccessible mountains or sheer cliff sides.

- All movement is allowed only on a road (1 - 2) and at $\frac{1}{4}$ normal movement or is only accessible (3 - 6) to Mountain Troops and U.S. Rangers (at 4" per activation).

URBAN

When a result of (B) is rolled on the terrain generator there will be variety of buildings in the section. Here's how we do it:

- There will be $3 + 1/2d6$ buildings if an Urban section, $1/2d6$ if not.

After you have determined the number of buildings check the Building Types Table (page 27) to see what they are.

WATER

Whenever a (W) is rolled there is a body of water in that section. Here's how we do it:

- If only one section has water, it is a lake.
- If two sections have water, it is a fordable, one inch wide, shallow river that enters the table in one section and exits through the other.
 - Moving infantry must stop at the water on one turn, forfeiting any remaining movement and move through it when next active.
 - Moving vehicles can move through the water at a 4" movement penalty.
- If three or more sections have water, it is a $4 + 1/2d6$ " wide river that enters the table in one section and exits through another. It also travels through the other sections that have water.
 - There is a chance (1 - 3) that there is a bridge located in one of the sections, rolled at random. The presence of a bridge means there is also a road.

ROAD

This is a well maintained road. A road allows normal road movement when combined with another piece of terrain such as a road going over a hill or through woods.

- If you have a bridge, there will be a road running from each end, straight off the table at opposite edges.
- If you have buildings in one section there will be a road running from them in two directions.
- Roll 1d6 to see where it enters and exits the table.
 - (1 - 4) = It will enter from edge 1, 2 and 3, exiting from edge 7, 8 and 9.
 - (5 - 6) = It will enter from edge 1, 4 and 7, exiting from edge 3, 6 and 9.
- If you have buildings in more than one section there will be a road running through all of them.
- Roll 1d6 to see where it enters and exits the table.
 - (1 - 4) = It will enter from edge 1, 2 and 3, exiting from edge 7, 8 and 9.
 - (5 - 6) = It will enter from edge 1, 4 and 7, exiting from edge 3, 6 and 9.
- If section 5 contains buildings there will be an intersection with two roads. Each will enter or exit from all four of the table edges.
- Roads are two vehicles wide.

CHAIN REACTION 3.1 - FINAL VERSION

WOODS

These include woods, marshes and areas of rough terrain providing cover and concealment.

- Infantry movement is reduced to half speed if off road.
- Vehicle movement is only possible on roads.
- Visibility between figures inside these terrain features is limited to 12" in the daytime and 6" at night.
- Those inside one inch of the edge of these terrain features count as concealed and in cover. They can see out and be seen from outside the area.
- Those farther inside from the edge cannot be seen from anyone outside of the terrain.

TYPES OF BUILDINGS

Once you know how many buildings are in a section we must determine what types they are. We recommend choosing buildings you already have. Otherwise, here's how we do it:

- Roll 1d6 for each building.
- Read the result as rolled and consult the Building Type Table.
- Go down the left-hand column to the appropriate row then across to the appropriate column for the overall terrain type.
- Place that type of building in the center of the section, if the first one placed. Otherwise place 1/2d6" from another.
- Taller buildings are placed in the center of the buildings.

1 BUILDING TYPE <i>(Read the result as rolled)</i>		
#	CLEAR	URBAN
1	One area (DV 1).	One area (DV 3).
2	One area (DV 1).	One area (DV 4).
3	One area (DV 3).	Two areas (DV 3).
4	Two areas (DV 1).	Two areas (DV 4).
5	Two areas (DV 4).	Two story, two areas (DV 4).
6	Two story, two areas (DV 4).	Three story, three areas (DV 4).

STOP!

Buildings can be divided into more than one area. We use roughly 6" x 6" per area but just be sure to let everyone know how many areas each building has and its Defensive Values (DV).

Take a Rocket Launcher and blast a building. All you need to do it score any result higher than a "7" on the Ranged Combat Table. Review what tests need be taken by the occupants.

If you blow out the bottom area of a building the top may not necessarily collapse. But if you blow out all of the bottom areas, the top ones will.

The table is always divided into nine equal sections. They do not have to be square just as long as they are equal in size.

You can choose your terrain or randomly generate it.

You will always start each Encounter either on or entering sections 7, 8 and 9.

PLAYING THE GAME

As you may or may not know, all THW games can be played solo, same side (cooperatively) and head to head (competitively). Feel free to play anyway you like.

SOLO AND SAME SIDE

The solo and same side rules are brilliant. You do not have to randomly draw a card to see when a group can act, nor do you have to "make the best decision" for the non-player enemy. The game mechanics in Chain Reaction does all that for you.

Same side is also great for teaching the game to newcomers and non-gamers.

CHAIN REACTION 3.1 - FINAL VERSION

PEFs

PEF stands for Possible Enemy Force. We use PEFs to limit the intelligence the player has before and during the Encounter. By using PEFs we create an uncertainty as to the size of the enemy force, its composition and location. PEFs are used in every Encounter. Here's how we do it:

- Roll 1d6. The score indicates which numbered section of the table (page 25) will contain a Possible Enemy Force or (PEF).
- Place an enemy figure or marker of any type in this section of the board to represent the 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 board.
- It is possible to have more than one PEF in the same section.
- PEFs have a Rep of 4.
- Once it has been resolved it is removed from the table.

PEFs AND BUILDINGS

The first time coming within 12" and LOS to a building a PEF is generated inside the building. Resolve it normally. If the PEF did not resolve as an enemy:

- The first time the building is entered resolve a PEF using 3d6, counting the lowest two results.
- Resolve a PEF for each level of the building.

PEF MOVEMENT

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

- When the enemy is active, start with the PEF farthest from any player group.
- Roll 2d6 and compare the scores versus its Rep of 4.
- Determine how many d6 were passed.
- Consult the PEF Movement Table and carry out the results.
- Any contact that the PEF causes must be resolved prior to moving the next PEF, the next one farthest from any player group.

2

PEF MOVEMENT

(Taken versus the Rep of 4)

#D6 PASSED	RESULT
2	The PEF moves 8" directly towards the player ending in cover if possible.
1	The PEF moves 4" directly towards the player ending in cover if possible.
0	PEF does not move.

SPECIAL PEF MOVEMENT

PEFs do not suffer any terrain movement penalties.

RESOLVING PEFs

When a player group and a PEF have a LOS it's time to resolve the PEF. Here's how PEFs are resolved:

- Be sure that there is a valid LOS to the PEF. PEFs in cover can be seen while those with cover between the tester and the PEF cannot.
- Roll 2d6 versus the Enemy Investment Level and consult the PEF Resolution Table.
- Immediately carry out the result based on the number of d6 passed.

2

PEF RESOLUTION

(Taken versus PEF Rep of 4)

#D6 PASSED	RESULT
2	<i>Contact!</i> You have run into enemy. Go to the section called How Many Enemy.
1	<i>Something's out there!</i> Resolve the next PEF with 3d6 counting the lowest two scores.
0	<i>False alarm!</i> Just a case of nerves.

CHAIN REACTION 3.1 - FINAL VERSION

HOW MANY ENEMY

When you resolve a PEF and it is enemy forces you have to determine how many enemy you have run into. Here's how we do it:

- Roll 1/2d6 and read the result as rolled.
- Roll a second d6.
 - If a success (1, 2 or 3) is rolled, the 1/2d6 score is subtracted from the number of figures in your group.
 - If a success (1, 2 or 3) is not rolled, the 1/2d6 score is added to the number of figures in your group.
- You can never have less than one enemy figure.

Example – Ivan and Vlad exit the building and resolve a PEF. I roll 1/2d6 and score a 3. I roll a second d6 and score a 5. Ivan and Vlad have run into five enemy figures.

HOW THE ENEMY MOVES

When PEFs are first deployed they will move according to the PEF Movement Table (page, 36).

When PEFs are resolved and figures placed on the table these non-player figures use the NP Movement Table. Here's how we do it:

- Start with the Non-Player group with the highest Rep.
- Roll 2d6 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

(Taken versus Rep)

# 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.

ENCOUNTERS

We call your *Chain Reaction* games Encounters. We have provided you with three Encounters. They are:

- Patrol.
- Raid.
- Defend.

Patrol will be your first Encounter.

PATROL

You are the eyes and ears of the main force. Inflicting casualties is not your primary goal!

OBJECTIVE

- Your objective is to recon the table.
- To be successful *you* must spend *one turn of activation* within 6" of the edge of the table in sections 1, 2, and 3. Once you have accomplished this you must report back by exiting the table from the edge that you entered.

FORCES

- You can use up to your whole group.
- Decide who the enemy are, based upon the type of game you are playing. This could be a rival Gang, the Police, enemy Soldiers or whatever you chose. Do not worry about gathering their force as all enemy forces, if any, are determined in the Special Instructions section.

TERRAIN

- The board is divided into nine sections and terrain generated normally (page 25).

DEPLOYMENT

- Your patrol will enter the board from the edge bordering sections 7, 8, and 9.
- PEFs are generated and deployed as outlined in the PEF section (page 28).

SPECIAL INSTRUCTIONS

- Move your patrol onto section 7, 8, 9 or any combination of those sections if you choose to split your group.
- After you have entered the table, place the PEFs.
- Roll activation.
- When the enemy activates go to the PEF Movement Table (page 36).
- Resolve PEFs as needed (page 36).
- Use the Non-Player Movement Tables when needed (page 36).
- Play continues until the player has accomplished his objective, been destroyed, or leaves the table.

RAID

In the Raid Encounter you are attacking the enemy for a specific reason.

OBJECTIVE:

- You can raid for a variety of reasons; rescue, capture an enemy, search a bombed out village for wine, the reasons are endless. Feel free to provide the reasons why!
- You must accomplish what you set out to do if you are raiding.

FORCES

- You can use up to your whole group.
- Decide who the enemy are, based upon the type of game you are playing. This could be a rival Gang, the Police, enemy Soldiers or whatever you chose. Do not worry about gathering their force as all enemy forces, if any, are determined in the Special Instructions section.

TERRAIN

- The board is divided into nine sections and terrain generated normally (page 25). There will be 1/2d6 buildings in section 2.

DEPLOYMENT

- You enter the table through sections 7, 8 or 9.
- PEFs are generated and deployed as outlined in the PEF section (page 28).

SPECIAL INSTRUCTIONS

- Set up your force in sections 7, 8, 9 or any combination of those sections if you choose to split your force.
- After you have set up your force, place the PEFs.
- Roll activation.
- When the enemy activates go to the PEF Movement Table (page 36).
- Resolve PEFs as needed (page 36).
- Use the Non-Player Movement Tables when needed (page 36).
- Play continues normally until the player has accomplished his Encounter, been destroyed, or leaves the table.

FINDING THE OBJECTIVE

In this Encounter there will be an objective. This could be a downed pilot, a hostage or maybe a treasure. Here's how we do it:

- When a PEF is resolved as enemy figures, roll 1d6 and read the result as rolled.
- If the score is equal or less than the number of PEFs resolved, you have found the objective.
- If the score is greater than the number of PEFs resolved, treat it normally and roll for enemies.
- If you resolve all PEFs, the last one will be the objective. Keep in mind that buildings generate PEFs (page 28).

DEFEND

In this Encounter the enemy is attacking you. You must stop them from accomplishing their objective.

OBJECTIVE

- Your objective is to prevent the enemy from achieving their objective.

FORCES

- You can use up to your whole group.
- Decide who the enemy are, based upon the type of game you are playing. This could be a rival Gang, the Police, enemy Soldiers or whatever you chose. Do not worry about gathering their force as all enemy forces, if any, are determined in the Special Instructions section.

TERRAIN

- The board is divided into nine sections and terrain generated normally (page 25). There will be 1/2d6 buildings in section 8.

DEPLOYMENT

- You can set up anywhere you want in sections 7, 8 or 9.
- PEFs are generated and deployed as outlined in the PEF section (page 28).

SPECIAL INSTRUCTIONS

- Set up your force in sections 7, 8, 9 or any combination of those sections if you choose to split your force.

- After you have set up your force, place the PEFs.
- Roll activation.
- When the enemy activates go to the PEF Movement Table (page 36).
- Resolve PEFs as needed (page 36).
- Use the Non-Player Movement Tables when needed (page 36).
- Play continues normally until the player has accomplished his objective, been destroyed, or leaves the table.

FINDING THE OBJECTIVE

In this Encounter there will be a Non-Player objective. This could be to kill or capture your group members or recover something or rescue someone. Here's how we do it:

- When the first PEF is resolved as enemy figures, roll 1d6 and read the result as rolled.
 - If a success (score of 1, 2 or 3) is rolled the Non-Player objective is to kill or capture your group members.
 - If a failure (score of 4, 5 or 6) is rolled the Non-Player objective is to rescue or recover someone or something from the buildings, your choice. Use the Finding the Objective procedure previously outlined when this is the objective.

AFTERWARDS

Use this section only if you choose to use the same characters for multiple Encounters.

After the Encounter is over it's time to see what happens to you and your group members.

RECRUITING NEW GRUNTS

When your group takes losses you may be allowed to recruit more Grunts. Here's how we do it:

- Roll 2d6 versus the Rep of your Star.
- Determine how many d6 are passed.
- A result of "6" is always a failure.
- Consult the New Recruits Table.
- Go down the left-hand column to the appropriate row and see the results.

CHAIN REACTION 3.1 - FINAL VERSION

2

NEW RECRUITS

(Taken vs. Rep)

A result of "6" is always a failure.

# D6 PASSED	RESULT
2	You can recruit new Grunts to bring your group up to full strength.
1	You can recruit one new Grunt.
0	No new recruits available.

IMPROVING REP

It is possible for you and your group members to improve Rep based on performance. After each *successful* Encounter it is possible that a character can raise his Rep. All of the following requirements must be met for the Encounter to be considered a success for that character. It is possible that an Encounter may be a success for one character and not another!

- Fired at the enemy and scored a hit or engaged in melee.
- Did not receive a result of Out of the Fight.
- Did not receive a result of Hunker Down.
- Did not receive a result of Leave the Battlefield.
- Did not leave any Out of the Fight or Hunkered Down group members behind.

If the Encounter was a success the character rolls 1d6.

- If the score is higher than the current Rep the Rep will go up one level.
- If the score is a "6" the Rep will go up one level regardless of the current level.
- Your character can grow to as high a Rep as desired as there isn't a maximum. There is, however, Obviously Dead.

DECREASING REP

Just as Rep can go up when you have a successful Encounter it can go down if the Encounter was a failure. It is possible that an Encounter may be a failure for one character and not another. If you didn't meet all the requirements for a successful Encounter you had a failure if there were enemies on the table.

- When a character or crew fails on an Encounter, roll 1d6.
- If the score is a "1" the Rep will go down one level regardless of the current level. This can be attributed to stress, illness, or anything else you decide it to be.
- You can never have a Rep lower than "2".

- Any other result and you are fine

STOP!

After the Encounter you could recruit new Grunts.

If you do well you and your group members could increase in Rep.

If you do poorly you and your group members could decrease in Rep.

STEP BY STEP

Here's a step-by-step outline that will help you to get started. After a few games it will become second nature and you won't need it anymore. In fact, you may choose not to use some parts, but if you do, they're there!

AT THE START

1. Your Star starts with a Rep of 5.
2. Decide what type of group you will have. Police, Gang, Military, Guerillas or Militia. This will define your enemies as well.
3. Recruit your first group (page 6).

DURING THE ENCOUNTER

1. Choose the Encounter you want to play (page 29).
2. Follow the Encounter instructions and play the game.

AFTER THE ENCOUNTER

1. Check to recruit new Grunts (page 31).
2. Adjust Reps as needed (page 32).

DESIGNER NOTES

Chain Reaction is an introduction to the Reaction System used by Two Hour Wargames. That is why it is so basic in nature. The other THW games provide much more detail and period specific flavor.

The Reaction System is not for everyone. You'll find that you do not have total control of your forces; this isn't chess. You will often not know what you're facing and this can lead to unwinnable situations. But you will be presented with challenges every Encounter and the tension that comes from uncertainty. But like I said, not everyone is going to like it.

And that's why we decided to make Chain Reaction free.

MY GAME, YOUR GAME

Games are a reflection of what the writer believes combat is all about. So feel free to tweak rules as you like as the game mechanics are pretty tight and won't suffer from it. Just remember that changing one rule may cause something else to change in an unexpected way. If you get to a point where all your tweaks are confusing even yourself, just go back to the original rules and start over. Remember the goal is to have fun. Well, at least I think it is.

The game is actually pretty simple once you've played it a few times. Start small, use the Stop boxes and you'll be fine. Check out the THW Forum. It's a great place to get questions answered and very much alive. The group is full of knowledgeable and helpful gamers and you can usually get answers within 24 hours.

Take care and just play the game!

Ed 5/30/2014

THW- TWO HOUR WARGAMES

When we first started Two Hour Wargames we made games like *Warrior Heroes*, *BUGS* and *NUTS*; straight up wargames.

Then we added games like *Six Gun Sound*, *Large Than Life* and *5150 New Beginnings – Urban Renewal*. These were no longer strictly wargames as we developed Skills and Attributes to define your characters. These are more like lite Role Playing Games.

Next came Sport related games like *Friday Night Fights*, *Wire to Wire* and *the Beautiful Game*. So now what?

Two Hour Wargames had become *THW*, makers of wargames, RPGs, and sport related games. So we've

decided to use these new logos to help players find the kind of games they want. Look for them on our new releases, starting with *NUTS! – Final Version*.



CHAIN REACTION 3.1 - FINAL VERSION

REP	IN SIGHT
	<i>(Looking for successes)</i>

CIRCUMSTANCE	MOD
Active - Character is active and moved.	-1d6
Concealed - Enemy is concealed.	-1d6
Ducking Back – Character is Ducking Back.	(1)
Hunker Down – Character is Hunkered Down.	(1)
Leaving the Battlefield – Character is Leaving the Battlefield.	(1)
Temporary Group leader – Temporary Group Leader taking the test.	-1d6

(1) Figure cannot fire and will complete its reaction instead.

RESOLVING IN SIGHT ACTIONS

- Fire.
- If the figure cannot fire it will Charge into Melee if within 6”.
- If the figure cannot fire or Charge into Melee it will Duck Back.

X	OUTGUNNED RANKINGS
---	--------------------

OR	WEAPON TYPE
5	Blast circle weapons.
4	Target 4 weapons.
3	Target 3 weapons.
2	Target 2 weapons.
1	Target 1 weapon.
0	Those that cannot return fire.

WEAPONS TABLE

TYPE	RANGE	TARGET	IMPACT
Assault Rifle (AR)	48	3	3
BA Pistol (BAP)	12	2	2
Bolt Action Rifle (BAR)	48	1	3
Grenade (G)	6	5” ⁽¹⁾	2
Machine Pistol (MP)	12	3	1
Pistol (P)	12	2	1
Rocket Launcher (RL)	48	5” ⁽²⁾	5
Semi-Auto Rifle (SAR)	48	2	3
Shotgun (SG)	12	3 (6) ⁽³⁾	2
Squad Auto Weapon (SAW)	48	4	3
Submachine Gun (SMG)	24	3	1

IN SIGHT & SHOOTING

TARGET	RANGED COMBAT
	<i>(Read the result as rolled)</i>
	<i>A result of two or more “ones” means out of ammo.</i>

#	RESULT
3 to 7	SHOOTER MISSED
8	SHOOTER MISSED IF <ul style="list-style-type: none"> • Fast Moving. • Snap Fire. TARGET WAS MISSED IF <ul style="list-style-type: none"> • In Cover. • Prone. • Fast Moving. • Second or higher target. OTHERWISE – HIT.
9	SHOOTER MISSED IF <ul style="list-style-type: none"> • Fast Moving. • Snap Fire. TARGET WAS MISSED IF <ul style="list-style-type: none"> • In Cover. • Third or higher target. OTHERWISE – HIT.
10+	SHOOTER HITS TARGET

1	RANGED COMBAT DAMAGE
	<i>(Taken versus Impact)</i>

SCORE	RESULT
"1"	Target is Obviously Dead.
Impact or less but not a "1"	Target is knocked to the ground and Out of the Fight.
Higher than Impact	Target is knocked to the ground and immediately takes the Recover Test.

#	COVER OR CONCEALMENT
---	----------------------

TYPE	RESULT
Buildings, Inside.	Stationary figures inside of buildings are in cover and concealment. Moving figures inside buildings are concealed.
Vehicles, Inside.	Figures inside vehicles are in concealment.
Vehicles, Behind.	Figures behind vehicles are in cover.
Woods or Rocky.	Stationary figures inside woods or rocky areas are in cover and concealment. Moving figures inside woods or rocky areas are concealed.

CHAIN REACTION 3.1 - FINAL VERSION

2	CHARGE INTO MELEE <i>(Taken versus Rep)</i>
----------	---

<i>CIRCUMSTANCE</i>	<i>MODIFIER</i>
Target in cover	+1d6
Target charged to flank	-1d6
Target charged to rear	-2d6

<i>#D6</i>	<i>CHARGER</i>	<i>TARGET</i>
<i>PASSED</i>		
Pass more d6 than opponent	<i>Target</i> may not fire. <i>Charger</i> moves into melee. No Reaction Tests taken.	<i>Target</i> fires. <i>Charger</i> moves into melee. No Reaction Tests taken.
Pass same number d6 as opponent	<i>Target</i> Snap Fires. <i>Charger</i> moves into melee. No Reaction Tests taken.	<i>Target</i> Snap Fires. <i>Charger</i> moves into melee. No Reaction Tests taken.

REP	MELEE COMBAT <i>(Looking for successes)</i>
------------	---

<i>MELEE WEAPON</i>	<i>MOD</i>
One Hand Melee Weapon	+1d6
Two Hand Melee Weapon.	+2d6
<i>CIRCUMSTANCE</i>	<i>MOD</i>
<i>Evenly Matched</i> - Attacking an enemy that scored a result of Evenly Matched this turn during a melee. Count each result.	+1d6
<i>Prone</i> – Attacking a prone opponent.	+1d6
<i>Rear</i> – Attacking to the rear of an opponent. Only on the 1 st round of melee and must have qualified for the Target charged to rear modifier on the Charge into Melee Test.	+1d6

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

<i>#</i>	<i>RESULT</i>
<i>SUCCESES</i>	
"1"	Target is Obviously Dead.
Impact or less but not a "1"	Target is knocked to the ground and Out of the Fight.
Higher than Impact	Target is knocked to the ground and immediately takes the Recover Test.

CHARGE INTO MELEE & MELEE COMBAT

CHAIN REACTION 3.1 - FINAL VERSION

2	PEF MOVEMENT
<i>(Taken versus the Rep of 4)</i>	

#D6 PASSED	RESULT
2	The PEF moves 8" directly towards the player ending in cover if possible.
1	The PEF moves 4" directly towards the player ending in cover if possible.
0	PEF does not move.

2	PEF RESOLUTION
<i>(Taken versus PEF Rep of 4)</i>	

# D6 PASSED	RESULT
2	<i>Contact!</i> You have run into enemy. Go to the section called How Many Enemy.
1	<i>Something's out there!</i> Resolve the next PEF with 3d6 counting the lowest two scores.
0	<i>False alarm!</i> Just a case of nerves.

HOW MANY ENEMY

When you resolve a PEF and it is enemy forces you have to determine how many enemy you have run into. Here's how we do it:

- Roll 1/2d6 and read the result as rolled.
- Roll a second d6.
 - If a success (1, 2 or 3) is rolled, the 1/2d6 score is subtracted from the number of figures in your group.
 - If a success (1, 2 or 3) is not rolled, the 1/2d6 score is added to the number of figures in your group.
- You can never have less than one enemy figure.

2	NP FORCE MOVEMENT
<i>(Taken versus Rep)</i>	

# 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.

PEFs & NP MOVEMENT

CHAIN REACTION 3.1 - FINAL VERSION

2

REACTION TESTS

(Taken versus Rep)

* = Star may exercise Free Will

REACTION TESTS

<i>CIRCUMSTANCE</i>	<i>MODIFIER</i>
In cover.	+1d6

<i>REASON</i>	<i>PASS 2D6</i>	<i>PASS 1D6</i>	<i>PASS 0D6</i>
CRISIS TEST (LDR) * 	Outgunned: <ul style="list-style-type: none"> • Duck Back. Fired On: <ul style="list-style-type: none"> • Return Fire. Man Down: <ul style="list-style-type: none"> • Carry On. 	Outgunned: <ul style="list-style-type: none"> • Duck Back. Fired On: <ul style="list-style-type: none"> • Snap Fire. Man Down: <ul style="list-style-type: none"> • Duck Back. 	Outgunned: <ul style="list-style-type: none"> • Hunker Down. Fired On: <ul style="list-style-type: none"> • Hunker Down. Man Down: <ul style="list-style-type: none"> • Leave the Battlefield.
RECOVER TEST (LDR) * <i>May use Leader</i> <i>Die only if</i> <i>Hunkered Down.</i> <i>Star may only</i> <i>choose Free Will</i> <i>if Hunkered</i> <i>Down.</i>	If suffered damage: <ul style="list-style-type: none"> • Knocked down but can still Carry On. Can regain feet when next active. If Hunkered Down: <ul style="list-style-type: none"> • Recover and immediately act as desired. 	If suffered damage: <ul style="list-style-type: none"> • Out of the Fight. If Hunkered Down: <ul style="list-style-type: none"> • Recover to Duck Back. 	If suffered damage: <ul style="list-style-type: none"> • Obviously Dead. If Hunkered Down: <ul style="list-style-type: none"> • Leave the Battlefield.

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