

CHAIN REACTION

2015 EDITION



MAN-TO-MAN COMBAT RULES THAT CAN BE
PLAYED IN A VARIETY OF PERIODS WITH ANY
FIGURES YOU ALREADY HAVE.

WELCOME TO THE WORLD OF TWO HOUR WARGAMES!

CHAIN REACTION 2015 IS AN INTRODUCTION TO TWO HOUR WARGAMES. IT'S A COMPLETE GAME — NOT A TEASER — AND IS FREE. CHAIN REACTION 2015 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.

CHAIN REACTION 2015, LIKE ALL THW GAMES, CAN BE PLAYED SOLO — AGAINST A ROBUST AND VARIED AI, COOPERATIVELY — WITH MANY PLAYERS ON THE SAME SIDE, OR EVEN COMPETITIVELY — TRADITIONAL HEAD TO HEAD.

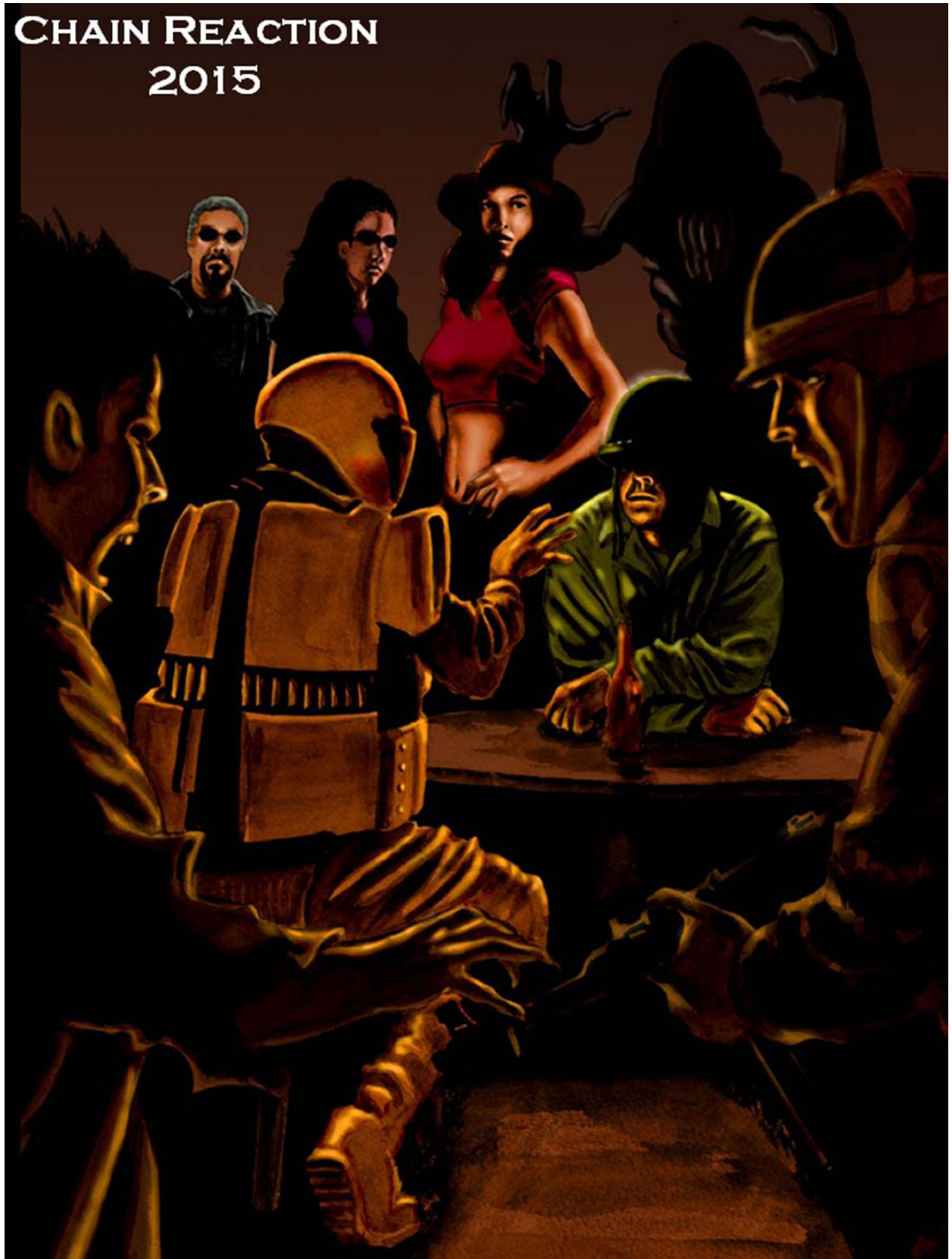
INSIDE YOU'LL FIND:

- THE CURRENT REACTION SYSTEM, USED IN ALL TWO HOUR WARGAMES, THAT ALLOWS YOU TO LEARN ONE SET OF MECHANICS TO PLAY A VARIETY OF PERIODS.
- QUICK GAME MECHANICS THAT YIELD REALISTIC SHOOTING AND MELEE RESULTS.
- THREE SCENARIOS THAT CAN BE PLAYED OVER AND OVER WITH NO TWO GAMES EVER BEING THE SAME.
- CHARACTER ADVANCEMENT BASED ON YOUR SUCCESS IN EACH GAME.
- AN EASY TO USE CAMPAIGN SYSTEM THAT GENERATES YOUR NEXT GAME BASED ON HOW WELL YOU'VE DONE.
- WAYS TO GENERATE YOUR CHARACTERS AND YOUR OPPONENTS — WHETHER GANGSTERS, COPS, GUERRILLAS, OR SOLDIERS.
- ALL THIS AND MORE...

CHAIN REACTION 2015 LETS YOU TO LEARN THE CURRENT VERSION OF THE REACTION SYSTEM USED BY THW WITHOUT SPENDING A DIME. WHILE OUR COUNTERPART SWORDPLAY IS ABOUT HAND-TO-HAND COMBAT WITH SWORD AND SHIELD, CHAIN REACTION 2015 IS ALL ABOUT MODERN FIREARMS.

CHAIN REACTION 2015 GIVES YOU A CHANCE TO SEE IF YOU LIKE THE REACTION SYSTEM BEFORE TRYING ONE OF OUR PERIOD SPECIFIC GAMES. THINK OF CHAIN REACTION 2015 AS A PREVIEW OF OUR OTHER PERIOD SPECIFIC GAMES LIKE NUTS, 5150 STAR ARMY, AND SIX GUN SOUND. TWO HOUR WARGAMES — LEARN ONE SET OF MECHANICS, PLAY MANY PERIODS.

CHAIN REACTION 2015



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SPECIAL THANKS TO:

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...

1.0 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 the US market 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 *Chain Reaction*. World War 2, Dark Future, and police actions were common, but there were also 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 *Chain Reaction* 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*. With bigger battles came the need for smoother mechanics and less bookkeeping. Seeing how there was minimal book keeping in *Chain Reaction* 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. While *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 had 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 next 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."

ALERT! ALERT! ALERT! WE'RE AT IT AGAIN!

2015

NUTS! – Final Version and *Larger Than Life – Director's Cut* as well as *2 Hour Dungeon Crawl* has caused a dilemma. There are a few things in them that really make the THW mechanics work even better. Not big changes, just a few minor ones. We've folded some of the mechanics into a simpler format, resulting in fewer tables. 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 get it to them for free. That's what this book is doing.

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

2.0 INTRODUCTION

Chain Reaction 2015 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, cooperatively – all players on the same side – or competitively – head to head.

Before we go into detail about the game let's explain the cornerstone of all THW games, *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 check out the THW Forum link below for answers to questions and free downloads.

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

You can expect a response within 24 hours.

3.0 YOUR ROLE

Your role in *Chain Reaction* 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 of a Band with as many figures as you like; we recommend one per each point of Rep (5.3), including your own.
- You can play a variety of periods.
- The bottom line is you can play it any way you like because it's your game.

4.0 NEEDED TO PLAY

You will need a few things to play *Chain Reaction 2015*. 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.

4.1 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.

4.1.1 PASSING DICE

This way to use the dice is to roll one or more d6 and compare each die score individually to the *Target Number*. The Target Number can be Reputation (5.3) 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.
- Isn't passing 0d6 like failing the dice? No, because we count how many you *pass*.

Example – Sgt Spellman (Rep 4) comes under fire and must take a Received Fire Test (7.7). 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 Received Fire Test (Table 7.7) under the Pass 1d6 row we see that Spellman must return fire, but suffers the Rush Shot penalty.

4.1.2 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).

4.1.3 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.

4.1.4 READING AND ADDING THE DICE

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

4.1.5 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.

4.1.6 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 (Table 7.6.3) we see the word Rep in the upper left-hand corner so I toss 4d6.

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

4.2 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.

4.2.1 BASING FIGURES

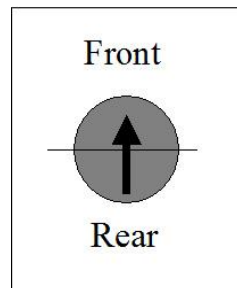
Each figure represents one man. The easiest way to base your figures for *Chain Reaction 2015* is one figure on a round or square base as either style will work.

4.2.2 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.



4.3 TABLES

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

Chain Reaction 2015 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 tables, mostly covering designing your Encounters and for determining the actions of your enemy when playing solo.

Chain Reaction 2015 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.

5.0 DEFINING THE FIGURES

Note that the words figure and character are interchangeable.

Chain Reaction 2015 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?

5.1 STARS AND GRUNTS

There are two types of figures, called *Stars* and *Grunts*.

5.1.1 STARS

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

5.1.2 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.

5.1.3 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.

Remember that all Grunts are controlled by the Reaction Tests.

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.

5.2 STAR ADVANTAGES

As a Star in *Chain Reaction 2015* you have four important advantages. These are:

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

5.2.1 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 (game) 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.
- An Out of the Fight result becomes a -1 to Rep if in Melee or a Duck Back if fired on.

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

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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 Duck Back.
- 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.

5.2.2 LARGER THAN LIFE (LTL)

Chain Reaction 2015 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.

5.2.3 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.

5.2.4 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 applies when taking the Received Fire and Man Down Tests (7.7). It does not apply to the In Sight Test (7.6).
- Stars are never Outgunned (7.9.1).

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

5.3 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.

5.4 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 (7.9) and Melee (7.11).

5.4.1 YEAH, BUT WHERE'S THE...

In Chain Reaction 2015 we have grouped weapons into broad categories. If you don't see a weapon listed in Chain Reaction 2015, 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 two Reaction Tests. Which ones are they?

6.0 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!

Okay, if you *really* want to use one shot weapons like muskets, just count them as suffering Tight Ammo (7.9.2) after each time they fire.

6.1 FORMING YOUR BAND

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

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

6.1.1 RECRUITING YOUR FIRST BAND

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

- Your Band can be as large as your Rep, including yourself. This means you can recruit your Rep, less one, Grunts. As your Rep goes up or down (13.2) so will the number of Grunts in your Band.
- Consult the Recruiting Table (Table 6.1.1).
- Roll 1d6 and read the result as rolled.
- Go down the left-hand column to the appropriate row and across to the appropriate column for the type of Grunt you're recruiting. This will give you its Rep.
- 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!

6.1.1 RECRUITING TABLE

1

RECRUITING

(Read the result as rolled)

#	GANGER	GUERRILLA	MILITIA	MILITARY	POLICE
1	3	3	3	3	3
2	3	3	3	4	4
3	4	4	4	4	4
4	4	4	4	4	4
5	4	4	4	5	4
6	5	5	5	5	5

STOP!

You start the game as a Rep 5 Star.

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

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

6.2 GROUPS

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

At the start of the Encounter (game) 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.

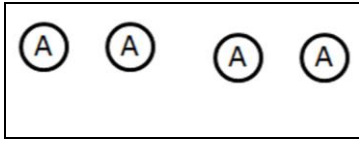
6.2.1 FORMING AND SPLITTING GROUPS

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 Test.

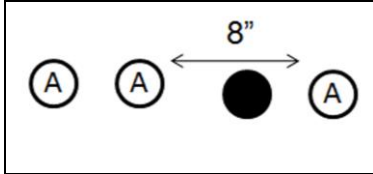
6.2.2 GROUP COHESION

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.



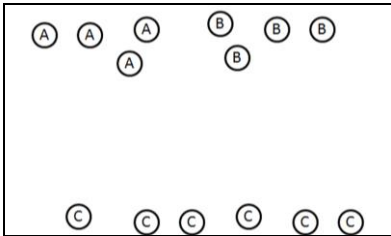
In this picture we see a four figure group. All of the figures are within 4" of another figure and LOS.



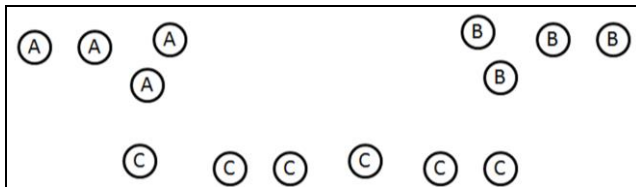
In this picture one member of the group has been hit and is out of the fight or obviously dead. The link between figures is now broken. There are now two groups that will activate separately.

6.2.3 LARGE GROUPS

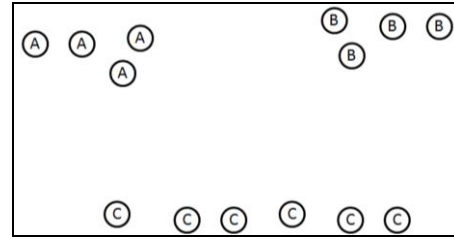
You can make large groups of multiple groups just as you do with multiple figures. This could also occur when two Non-Player groups decide to band together under one Leader.



Example - In the picture above we see three groups. Groups A and B are grouped together as they are within 4" and LOS so will 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 Leader is now in charge of all three groups and they can activate at the same time. Groups B and C could now activate and move, up to their allowable distance.



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.

6.3 LEADERS

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

- The Star 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 is not with the group.

6.3.1 LEADER FUNCTIONS

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

- All Leaders allow for all figures in their group to activate when it does.
- The Star Leader is allowed to use Leader Die to inspire his group when taking Reaction Tests.

Temporary Leaders do not use Leader Die, but allow for all figures in his group to activate when he does.

6.3.2 USING LEADER DIE

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

- Leader Die is used when the group must take the Received Fire Test (Table 7.7). A (LDR) will be found next to this Reaction Test.
- 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; nothing is added.
- 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 Received Fire 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.

6.3.3 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 (7.8) 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 Star Leader.

7.0 RULES OF WAR

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

7.1 TURN SEQUENCE

Chain Reaction 2015 is played in turns, with one phase of activation per side. Although Encounters (games) can last an unlimited number of turns, each turn follows a strict sequence.

- Before the game begins each player chooses a different colored d6 to represent their side.

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

- At the start of each turn both dice are rolled. This is called rolling for Activation.
- If the die scores are the same (doubles) re-roll them.
- 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 its 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 side's groups have been activated the other side can activate one group at a time based on the result of its 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 – signifying the start of a new turn.

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!

7.1.1 MANY TURNS INTO ONE

With the Reaction System – allowing players to react to what the other player does when it isn't their turn – we are combining *traditional* game turns into longer *THW* turns. This means:

- No artificial stopping of action.
- Longer turns, but shorter games.
- You're always involved in the turn, no waiting for the other player to finish his turn.

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.

7.2 ACTIONS

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

- Move up to the normal 8" or a successful Fast Move, ending its move facing as desired.
- Charge into Melee (Table 7.11.2).

7.2.1 OTHER ACTIONS

When active, figures can do the following actions in addition to those previously listed.

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

7.3 FIRING

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

- Once when active at any time.

- Each time called upon by any Reaction or Charge into Melee Test.

As mentioned previously, by combining multiple *traditional* turns your characters can fire more than once per *THW* turn.

7.4 MOVEMENT

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

7.4.1 NORMAL MOVEMENT

Normal movement for all figures is 8".

7.4.2 FAST MOVE

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

- Declare the intent of any figures in the *group* that want 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 three 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". All count as Fast Moving.

7.4.3 GOING PRONE

Figures can go prone at any time during their turn. Here's how we do it:

- *Active* figures can *choose* to go prone or can be forced to go prone by a reaction result.
- Going prone ends their movement until they are next active.
- To regain their feet takes half of their movement distance.

7.4.4 INVOLUNTARY MOVEMENT

Figures can be forced into involuntary actions and movement due to the results of a Reaction Test (Table 7.7). 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", ending its turn. 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 directed to by a subsequent Reaction Test.
- Figures in Duck Back, by definition, cannot see or be seen by the cause of the test, but those that go prone can.

LEAVE THE BATTLEFIELD – Remove the figure from 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.

RUSH SHOT – The figure immediately returns fire at the cause of the test, but takes the Rush Shot penalty.

STOP!

Each turn starts with two different 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".

7.5 THE REACTION SYSTEM

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 (7.6), Received Fire (7.7), and Man Down (7.7).

7.6 IN SIGHT

Let's explain the difference between being In Sight and Out of Sight.

7.6.1 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 (7.9.4) to that figure, from figure base to figure base. This applies even if that figure is in Cover, concealed or both.

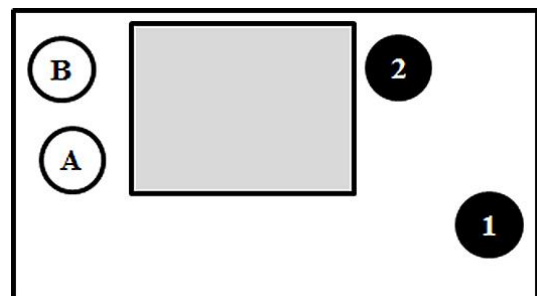
A figure is Out of Sight when:

- 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.

7.6.2 TRIGGERING AN IN SIGHT TEST

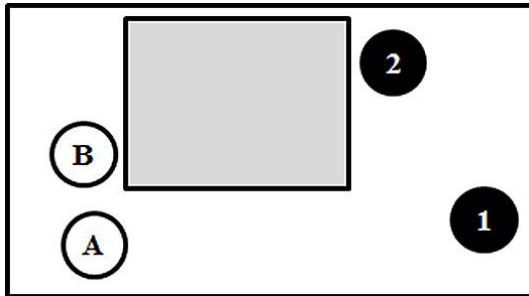
Here's how an In Sight Test is triggered:

- 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.*



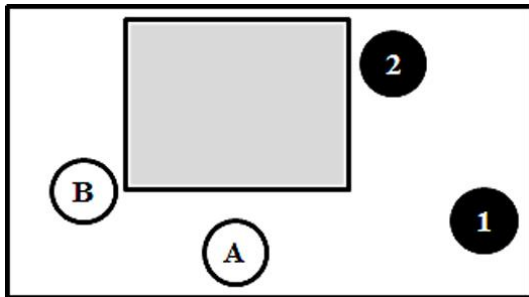
In this picture the white side cannot be seen by "1" or "2".

- 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 (free). 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".

7.6.3 TAKING THE IN SIGHT TEST

The In Sight Test is a Reaction Test taken differently than the other two – Received Fire and Man Down.

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:

- Consult the In Sight Table (Table 7.6.3).
- The Leader of each group with LOS takes the In Sight for the whole group. If the Star Leader does not have LOS the highest Rep figure that does, counts as the Temporary Leader.
- Each Leader starts with 1d6 per level of their Rep.
- Modify the number of d6 each Leader rolls, by any applicable Circumstance.
- The Leaders roll their modified d6 total looking for successes, a score of 1, 2 or 3.
- The Leader scoring the most successes has won the In Sight.

- Only one side can win the In Sight Test. The moving side wins the In Sight *only* if it scores more successes.
- If the number of successes is equal, the non-moving side wins the In Sight.
- With multiple In Sights at the same time, it's not if you win, but if you lose. So if you beat one enemy group, but lose to another, you lost the In Sight and can only react. After *all* In Sight actions are done, you react.

Example – Groups A and B come into sight of group 1. Group A scores 4 successes, group 1 scores 3 successes, and group B scores 1 success.

Group A goes first as it scored more successes than group 1. Group 1 reacts. Group B cannot act as it scored fewer successes than group 1. If it had scored more successes than group 1 it could have acted along with group A. After both groups had finished their actions, group 1 would have reacted.

7.6.4 RESOLVING IN SIGHT ACTIONS

Each figure in the winning group can now act. 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 if in enemy ranged weapons range.
- Otherwise Carry On.

7.6.5 ADDING TO ONGOING IN SIGHTS

There may be a time where a character that was not involved in an In Sight, becomes involved in it. The newly involved character makes an In Sight Test. If it beats the opponent's original In Sight result, it takes its In Sight Action

Example Billy Pink shoots at Jim Bob Joe but misses. Jim Bob Joe takes a Received Fire reaction test and Ducks Back, but as he is moving his 6" he comes into sight of Cher and a new In Sight test is triggered. This is completed and then Jim Bob Joe completes his Duck Back, if still able.

7.6.6 COMPLETED IN SIGHTS

Once all figures in the winning groups have completed their actions and appropriate Reaction Tests are taken, the active side continues its part of the turn. This could be additional movement and/or active fire.

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 the figure can move 2" more 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?

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. What is a Temporary Leader?

7.7 REACTION TESTS

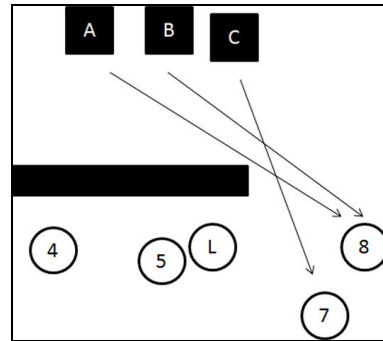
Here are two additional Reaction Tests. They are:

- **RECEIVED FIRE TEST** – The figure was shot at and did not get hit.
- **MAN DOWN TEST** – The figure is within 4" and LOS of a friendly figure that went Out of the Fight or Obviously Dead from ranged combat, melee combat, or a failed Challenge Test (7.14).

7.7.1 HOW TO TAKE A REACTION TEST

Here's how these Reaction Tests are taken.

- Consult the Reaction Tests Table (Table 7.7.1)
- Determine what is causing the test; Fired On, Man Down or a combination of both. If more than one cause, you still roll 2d6, but apply the worse 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.
- Start with 2d6 for the group taking the test.
- Modify the number of d6 by any applicable Circumstance.
- Roll the modified total of d6.
- 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.*
- Go down the left-hand column to the appropriate row and across to the appropriate column.
- Immediately carry out the result.



In the picture above we see the white group come into sight of three enemy figures. After the white group has moved 2 additional inches, only 7 and 8 are involved in the In Sight Test. After taking an In Sight Test, figures "A", "B" and "C" fire at "7" and "8". Note that the white Leader was not involved in the test and the higher Rep between 7 and 8 was used instead.

Both 7 and 8 are missed and they take a Received Fire Test for being fired on. 2d6 are rolled and a 5 and a 3 are scored. 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 Rush Shot penalty.

7.7.2 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 worse result.

See the Status and Actions section (7.8) for more details.

7.7.3 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 new Reaction Test, cannot score better than the first result, but can score worse.

Example - A figure takes a Received Fire 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 Received Fire 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.

7.8 STATUS AND ACTIONS

The Reaction Tests and Melee 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.
- Rush Shot.
- Outgunned.
- Duck Back.
- Leave the Battlefield.
- -1 to Rep.
- Out of the Fight.
- Obviously Dead.

-1 TO REP – The character has its Reputation reduced by 1 point by losing a Melee. After all melees for the turn are over, the character's Rep returns to what it was prior to the melee, even if it went Out of the Fight. Rep lost between melees, on the same turn, is kept until the final melee is over.

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

- Move to the nearest Cover within 6", ending its turn. 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.

LEAVE THE BATTLEFIELD – Remove the figure from 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.

RUSH SHOT – The figure immediately returns fire at the cause of the test, but takes the Rush Shot penalty.

STOP!

One set of d6 are rolled for each group taking the Reaction 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 Received Fire Test and see how the three Gangers react.

How many d6 did each pass?

7.9 RANGED WEAPONS

There are two ways to inflict damage in *Chain Reaction*. The first is by ranged weapons fire and the other is by 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 three characteristics.

TYPE – What it is.

RANGE – The range listed for every weapon is its *effective range*, which is the range that *the shooter feels he has a reasonable chance of hitting the target*. This range is considerably shorter than most weapons 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 a Target of 3 may fire at up to three targets in a three-inch arc of fire.

If the character fires a round that explodes (hand grenade or Rocket Launcher), the weapon will use a *blast circle* (7.10.5).

CHAIN REACTION 2015

7.9 WEAPONS TABLE

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

(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.

7.9.1 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 that of the target or if the target cannot shoot back, for whatever reason, the target is *outgunned*. The target will take the Received Fire Test, but cannot score a result better than Duck Back.

Remember that Stars cannot be outgunned.

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

7.9.1 OUTGUNNED RANKINGS TABLE

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.

7.9.2 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 – the next turn of activation at the earliest. During this turn the weapon cannot be fired.
- Figures reloading weapons may move, but cannot exceed their normal movement.
- The weapon is considered out of ammo after all d6 results have been applied to the target.
- Rocket Launchers are considered to be out of ammo after they have fired and must be reloaded.

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

7.9.3 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 2015*.

7.9.4 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 by friendly figures, terrain, buildings and sometimes weather.
- LOS is to the front of the figure up to a 180 degree arc.
- In nighttime 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 is reduced to 12'' in the daytime and 6'' at night. If inside and within 1'' of 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.

7.9.5 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, but 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 you harder to be hit. Cover comes into play on the Ranged Combat Table.

So how do you tell which is which? Consult the Cover or Concealment Table (Table 7.9.5). 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.

7.9.6 RESOLVING FIRE

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

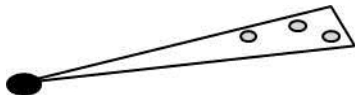
- Run out of ammo by rolling two or more *ones*.
- The weapon, such as a Rocket Launcher, can only fire once per turn.
- One figure is outgunned.
- One figure has ducked back.
- One figure has left the battlefield
- One figure has been hit by fire.

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 Received Fire Test and fires back with his SMG and misses as well. Ahmed takes the Received Fire 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.

7.9.7 ARC OF FIRE

Each weapon has an arc of fire equal to 1" for each point of Target. The first figure fired at defines where the arc of fire begins. Figures within the arc from that figure are at risk.



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

7.9.8 TARGET SELECTION

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

All figures must be targeted at least once before being targeted a second or third time by other figures.

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

7.9.9 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 arc is measured from the first target then to the left or right. This arc may take an eligible figure that is closer to the shooter, out consideration, even if that figure could be targeted.

7.9.10 SHOOTING A WEAPON

Here's how to shoot a weapon.

- First establish a LOS between the shooter and the target figure.
- Consult the Ranged Combat Table (Table 7.9.10).
- Roll 1d6 per point of weapon Target.
- Place each d6 next to each target figure with the highest score on the first target and working to the lowest score.
- Next add each d6 individually to the shooter's Reputation to arrive at a total. There is no need to modify the total as it is built into the table.
- Go down the left-hand column to the appropriate row then across to see the result.

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.

Example – Benny (Rep 2) 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.

7.9.11 DETERMINING DAMAGE

Each time a figure is hit the shooter rolls on the Ranged Combat Damage Table (Table 7.9.11). Here's how we do it:

- Consult the Ranged Combat Damage Table (7.9.11).
- Roll 1d6, read the result as rolled and go down the left-hand column to the appropriate row and across to see the result.

Example – Billy Pink has hit Hans (Rep 4) with his semi-auto rifle. Billy rolls 1d6 and scores a 4. This is equal or higher than Hans's Rep, but not a 6, so Hans goes Out of the Fight.

If you have earlier versions of *Chain Reaction* you can use the old damage table. If you score a result higher than the listed Impact – just count it as Duck Back.

7.9.12 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 it. If captured the figure must be guarded by at least one armed figure. Each armed figure can guard up to six enemy figures.

7.9.13 FIRING TWO WEAPONS AT ONCE

It is possible to fire two weapons at a time. Here's how we do it:

- The player can use any weapons he desires.
- Figures firing two weapons will always count the Rush Shot penalty when firing each.
- Count the Outgunned Rating at +1 point over the highest rated weapon.

7.9.14 PITIFUL SHOT

Rep 3 and 2 figures are allowed to use the *pitiful shot* rule. Here's how we do it:

- Whenever a figure 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 a hit is scored.
- Otherwise, treat the result as a miss requiring the target to take a Received Fire Test.

7.10 GRENADES

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

7.10.1 READY THE GRENADE

In *Chain Reaction* you can choose to use hand grenades. A figure can only throw one grenade per turn. A grenade must be readied by an active figure before it can be thrown. It can be thrown when active or in reaction. Here's how we do it:

- The figure must be active.
- It takes half of their movement to ready the grenade.
- Consult the Ready the Grenade Table (Table 7.10.1).
- Roll 1d6 versus the Rep and determine if he passes 1d6 or 0d6.
- Go down the left-hand column to the appropriate row and across to see the results.
- Immediately carry out the results.

7.10.1 READY THE GRENADE TABLE

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.

7.10.2 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 centered on the figure.

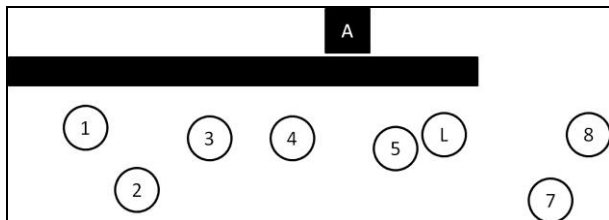
7.10.3 THROWING A GRENADE

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

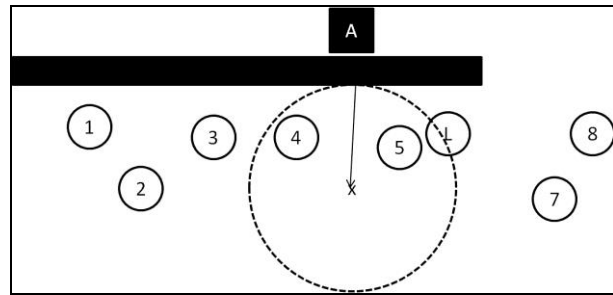
- Nominate the spot where the grenade is to land. This could be in LOS or out of LOS as when tossing a grenade into a window or over a wall.
- Consult the Throwing a Grenade Table (Table 7.10.3). This table is used *instead* of the Ranged Combat Table.
- Roll 2d6 versus the thrower's Rep.
- Determine how many d6 are passed.
- Go down the left-hand column to the appropriate row and across to see the result.

7.10.3 THROWING A GRENADE TABLE

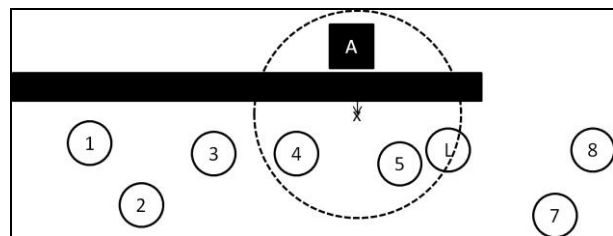
2 THROWING A GRENADE	
(Taken vs. Rep)	
# D6 PASSED	RESULT
2	Grenade lands on the nominated spot. Center the blast circle on the nominated spot and check for damage.
1	Spot is in LOS: <ul style="list-style-type: none"> • The grenade lands on the nominated spot. Center the blast circle on the spot and check for damage. Spot is <i>not</i> in LOS: <ul style="list-style-type: none"> • The grenade misses, but causes the targets to take a Received Fire Test.
0	Oops! Grenade is dropped at the feet of the thrower. Center the blast circle on the thrower and check for 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, but must still nominate a spot.



"A" 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 Received Fire Test. This includes those partially inside the blast circle, as is the Leader.



"A" decides to drop the grenade over the wall. He rolls 2d6 on the Throwing the Grenade Table and passes 2d6. The grenade lands on the nominated spot and all within the blast circle can be hit. I now roll 1d6 for each target on the Ranged Damage Table. This does not include "A" as he is in Cover, but he must take a Received Fire Test.

7.10.4 "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!

7.10.5 BLAST CIRCLES

If a figure throws a grenade or fires a Rocket Launcher he will use a *blast circle* instead of an arc. Here's how we do it:

- Pick the spot that you want the blast circle to hit. If throwing a grenade you do not need to have a LOS, but you must have LOS when using a Rocket Launcher.
- Center the blast circle on the nominated spot.
- All targets inside this circle could be affected by the blast.

- Roll on the Ranged Combat Damage Table (Table 7.9.11) for each target inside the blast circle as you would normally do.

7.10.6 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 will escape damage. The figure is unharmed, but must take a Received Fire Test.
- A figure between the spot and the target counts as Cover.
- Anyone that is prone will escape damage, but must take a Received Fire Test.

STOP!

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

To shoot you need a clear LOS to 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. Which weapon does not need a LOS to use?

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 Received Fire or Man Down Tests 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 ways to escape damage from a grenade?

7.11 MELEE

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

7.11.1 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. Only a rifle or shotgun without a bayonet counts as a one hand weapon; other ranged weapons do not. Using a one hand weapon gives the user +1d6 in melee.

- **Two Hand Weapon** – Those used with two hands. Only a rifle with a bayonet counts as a two hand weapon; other ranged weapons do not. Using a two hand weapon gives the user +2d6 in melee.

7.11.2 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 must be active to initiate the charge.
- The test can be taken at any time during 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.
- Move the charger to 1" from the target. It's now time to take the actual test.

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 on the Charge into Melee Test and the Russian results are applied separately to each German.

7.11.3 HOW TO CHARGE INTO MELEE

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

- Consult the Charge into Melee Table (Table 7.11.2).
- Each charger and target starts with 2d6.
- Modify the number of d6 by any applicable Circumstance.
- Roll the modified number of d6 versus the Rep of the figure.
- Determine how many d6 each figure has passed.
- Go down the left-hand column to the appropriate column then across to the appropriate column.
- Immediately carry out the results.
- If charged by more than one figure, the target will apply its result against all of the figures separately. This may mean the target could fire at one or more chargers, but only if armed with a weapon with adequate Target.

Example – The two Germans charge the Russian. The Russian passes 2d6; one German passes 2d6, and the other 1d6. The Russian can shoot, but as he has a bolt action rifle he only can fire one shot. He fires at the German that passed 1d6. If he fired at the other he would count the Rush Shot penalty.

7.11.4 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.

- Consult the Melee Combat Table (Table 7.11.4).
- Each figure starts with 1d6 for each point of Rep.
- Modify the number of d6 by any applicable Circumstance.
- Each figure rolls its modified number 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, immediately re-fight the melee.
- If one figure scores more successes he has won the melee.

7.11.5 MELEE DAMAGE

The figure that scores more successes than his opponent has won the melee and can inflict damage. Here's how we do it:

- Consult the Melee Damage Table (Table 7.11.5)
- Roll 1d6 and add the number of successes the winner rolled more than the loser.
- Go down the left-hand column to the appropriate row and across to see the result.
- Immediately carry out the result.

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. He rolls 6d6 and scores a 1, 2, 4, 4, 4 and 6 for 2 successes.

Pink scores two more successes than Jim Bob Joe. He rolls 1d6, scoring a 3. Adding the 2 more successes he scored over Jim Bob Joe gives Billy a result of 5. Looking on the Melee Damage Table we see he has taken Jim Bob Joe Out of the Fight.

If he had scored less than Jim Bob Joe's Rep of 4, another round of melee would immediately be fought with Jim Bob Joe counting a -1 to his current Rep. Note that after the melee, any lost Rep during melee is recovered.

7.11.6 MULTIPLE FIGURE MELEES

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

- Up to three figures can melee one figure.
- The side with more figures decides in what order its figures will attack.
- Attacks are carried out one on one.

7.12 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.
- Now move the figure into contact with the wounded figure.
- Pick up the wounded figure, reduce the remaining movement by 2", and move the remaining distance with Duck Backs not exceeding 6" total movement.
- Figures carrying wounded can take the Fast Move Test, but can only pass 1d6.
- Figures can fire weapons when retrieving wounded figures, but will count the Rush Shot penalty.
- Figures charged while retrieving wounded will drop the wounded.
- Figures fired on while retrieving wounded will count as if in Cover, with any result of miss due to Cover counting as a hit on the wounded figure.

7.13 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:

- Consult the After the Battle Recovery Table (Table 7.13).
- Roll 2d6, read each result as rolled and compare it to the Rep of the figure.
- Determine how many d6 are passed.

- Go down the left-hand column to the appropriate row, then across and immediately carry out the result.

7.13 AFTER THE BATTLE RECOVERY TABLE

2 AFTER THE BATTLE RECOVERY

(Taken vs. Rep)

# DICE PASSED	RESULT
2	Figure returns to the Band.
1	Out of the Fight returns to the Band. 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.

Roll 2d6 for Activation.

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.

7.14 CHALLENGE

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

- Decide on what the *challenge* is.

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

- Decide what a *success* looks like.

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

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

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

- Consult the Challenge Test Table (Table 7.14).
- Modify the Rep of the Challenger by any applicable Circumstance.
- Roll 2d6 versus the modified Rep of the challenger and determine how many d6 are passed.
- Go down the left-hand column to the appropriate row and across to see the result.
- Immediately carry out the result.

8.0 BUILDINGS

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

8.1 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 will also count as additional areas.

8.2 ENTERING AND EXITING

Figures may enter or exit a building when active or inactive. Here's how we do it:

- Entering or exiting through a door reduces movement by 2".
- Entering or exiting through a window reduces movement by 4".
- Moving between floors takes one turn of activation or reaction.

8.3 COVER OR CONCEALMENT

Buildings can provide Cover and Concealment to those inside. Unless specified as being at a window or door, figures inside buildings cannot be seen. Refer to the Cover or Concealment Table (Table 7.9.5) for more info.

8.4 FIRING AT BUILDINGS

A hit from a Rocket Launcher will have a catastrophic effect on a building area. If you scored a hit – a greater than 7, the building area will collapse and occupants are at risk. Here's how we do it:

- Those inside the area roll on the Ranged Combat Damage Table (Table 7.9.11).
- 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 will roll on the Ranged Combat Damage Table (Table 7.9.11). Otherwise the area will remain in place (4 – 6) with the occupants taking a Received Fire 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.

8.5 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.

9.0 TERRAIN

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.

9.1 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'.

9.2 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 fought over or simply roll 1d6 and read the result as rolled.

- 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.

9.3 TYPES OF TERRAIN

There are four types of terrain. They are-

Clear: This terrain is flat and does not conceal or provide Cover.

Urban: This represents areas with lots of buildings.

Wooded: This represents dense wooded or jungle areas that slow travel and obscure vision.

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

9.3.1 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 (Table 9.3.1).
- 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.

9.3.1 TERRAIN GENERATOR TABLE

1	TERRAIN GENERATOR
	(Read the result as rolled)

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

(B) See the Building section (9.4.3)

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.

9.4 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 in. The boundary of the terrain area should be easy to distinguish.

9.4.1 CLEAR

These are open areas that do not provide Cover or Concealment.

9.4.2 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.

- 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.

9.4.3 IMPASSABLE

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

- Movement through Impassable terrain is not allowed.

9.4.4 BUILDINGS

When a result of (B) is rolled on the Terrain Generator Table there will be 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 (Table 9.5) to see what they are.

9.4.5 WOODS

These include woods, marshes and areas of rough terrain providing Cover and Concealment.

- Movement is reduced to half speed.
- Visibility between figures inside these terrain features is limited to 12" in the daytime and 6" at night.
- Those within 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.

9.5 TYPES OF BUILDINGS

Once you know how many buildings are in a section we must determine what types they are. We recommend using buildings you already have; just be sure to divide them into 6" x 6" areas. Otherwise, here's how we do it:

- Roll 1d6 for each building.
- Read the result as rolled and consult the Building Type Table (Table 9.5).
- 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 it is the first one placed. Otherwise place it 1/2d6" from another in any direction.
- Taller buildings are placed towards the center of the section.

9.5 BUILDING TYPE TABLE

1	BUILDING TYPE
	(Read the result as rolled)

#	CLEAR OR WOODED	URBAN
1	One area – one floor.	One area – one floor.
2	One area – one floor.	One area – one floor.
3	One area – one floor.	Two areas – one floor.
4	Two areas – one floor.	Two areas – one floor.
5	Two areas – one floor.	Two areas – two floors.
6	Two areas – two floors.	Two areas – two floors.

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.

Take a Rocket Launcher and blast a building. All you need to do it score any result greater 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.

What terrain reduces movement through it by half?

10.0 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.

10.1 SOLO AND SAME SIDE

The solo and same side rules are brilliant. You do not draw a card to see if a group moves; 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.

Playing with everyone on the same side is also great for teaching the game to newcomers and non-gamers.

11.0 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 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 feature is present, 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 the PEF has been resolved it is removed from the table.

11.1 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 area of the building.

11.2 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.
- Consult the PEF Movement Table (Table 11.2).
- Roll 2d6 and compare the scores versus its Rep of 4.
- Determine how many d6 were passed.
- Go down the left-hand column to the appropriate row and across to see the result.
- Immediately carry out the result.
- If the PEF moves into LOS then it must be resolved before moving the next PEF, the next one farthest from any player group.

11.2.1 SPECIAL PEF MOVEMENT

PEFs do not suffer any terrain movement penalties.

11.3 RESOLVING PEFs

When a player group (figures in a qualifying group) has LOS to a PEF it's time to resolve the PEF. Here's how PEFs are resolved:

- Consult the PEF Resolution Table (Table 11.3).
- Be sure that there is a valid LOS to the PEF. PEFs within Cover can be seen while those with Cover between the tester and the PEF cannot.
- Roll 2d6 versus the PEF Rep of 4.
- Determine how many d6 are passed.
- Go down the left-hand column to the appropriate row and across to see the result.
- Immediately carry out the result.
- Remove the PEF marker.

11.4 HOW THE ENEMY MOVES

When PEFs are deployed they will move according to the PEF Movement Table (Table 11.2).

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 Leader with the highest Rep.
- Consult the NP Movement Table (Table 11.4).
- Start with 1d6.
- Modify the number of d6 to be rolled by any applicable Circumstance.
- Roll the modified number of d6 versus the Rep of the group's Leader.
- Determine how many d6 were passed.
- Go down the left-hand column to the appropriate row, then across to the appropriate column.
- Immediately carry out the result.

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.

12.0 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.

- If you win your next Encounter is a Raid.
- If you lose your next Encounter is Defend.

12.1 PATROL

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

12.1.1 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.

12.1.2 FORCES

- You can use up to your whole Band.
- 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.

12.1.3 TERRAIN

- The board is divided into nine sections and terrain generated normally (9.2).

12.1.4 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 (11.0).

12.1.5 SPECIAL INSTRUCTIONS

- Move your patrol onto section 7, 8, or 9, or any combination of those sections if you choose to split your Band.

- After you have entered the table, place the PEFs.
- Roll activation.
- When the enemy activates go to the PEF Movement Table (Table 11.2).
- Resolve PEFs as needed (Table 11.3).
- Use the NP Movement Table when needed (Table 11.4).
- Play continues until the player has accomplished his objective, been destroyed, or leaves the table.

12.2 RAID

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

- If you win your next Encounter is a Raid.
- If you lose your next Encounter is a Patrol.

12.2.1 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.

12.2.2 FORCES

- You can use up to your whole Band.
- 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.

12.2.3 TERRAIN

- The board is divided into nine sections and terrain generated normally (9.2). There will be 1/2d6 buildings in section 2.

12.2.4 DEPLOYMENT

- You enter the table through sections 7, 8 or 9.
- PEFs are generated and deployed as outlined in the PEF section (11.0).

12.2.5 SPECIAL INSTRUCTIONS

- Set up your force in sections 7, 8, or 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 (Table 11.2).
- Resolve PEFs as needed (Table 11.3).
- Use the NP Movement Table when needed (Table 11.4).
- Play continues normally until the player has accomplished his objective, been destroyed, or leaves the table.

12.2.6 FINDING THE OBJECTIVE

In this Encounter there will be a specific 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, the objective is with these enemies.
- If the score is greater than the number of PEFs resolved, treat it normally.
- If you resolve all PEFs and have not found your objective, it will be with the last one. Remember that buildings generate PEFs (11.1).

12.3 DEFEND

In this Encounter the enemy is out to destroy or drive you off the table. You must stop them from accomplishing their objective.

- If you win your next Encounter is a Patrol.
- If you lose your next Encounter is Defend.

12.3.1 OBJECTIVE

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

12.3.2 FORCES

- You can use up to your whole Band.
- 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.

12.3.3 TERRAIN

- The board is divided into nine sections and terrain generated normally (9.2). There will be 1/2d6 buildings in section 8.

12.3.4 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 (11.0).

12.3.5 SPECIAL INSTRUCTIONS

- Set up your force in sections 7, 8, or 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 (Table 11.2).
- Resolve PEFs as needed (Table 11.3).
- Use the Non-Player Movement Tables when needed (Table 11.4).
- Play continues normally until the player has accomplished his objective, been destroyed, or leaves the table.

12.3.6 WHAT IS THEIR OBJECTIVE?

In this Encounter there will be a Non-Player objective. This could be to kill or capture your Grunts 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 Grunts.
 - 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.
- You can choose where to place their objective as long as it always remains with at least one of your figures.

13.0 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 Band members after the After the Battle Recovery Test have been taken.

13.1 NEW GRUNTS

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

- Consult the New Recruits Table (Table 13.1).
- Roll 2d6 versus the Rep of your Star.
- Determine how many d6 are passed.
- A result of "6" is always a failure.
- Go down the left-hand column to the appropriate row and across to see the results.

13.1 NEW RECRUITS TABLE

2	NEW RECRUITS
	(Taken vs. Rep)
	A d6 result of "6" is always a failure regardless of Rep.

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

13.2 INCREASING REP

The Reps of you and your Band members could improve after an Encounter. After each *successful* Encounter it is possible that the Rep of a character could increase. 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! Here's how you were successful – you must have all of the following:

- 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 Leave the Battlefield.
- Did not leave any Out of the Fight Band 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.
- Any other result and the Rep remains the same.
- Your character can grow to as high a Rep as desired as there isn't a maximum. There is, however, Obviously Dead.

13.3 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. Here's how you were a failure – you only need to have *one* of the following:

- Received a result of Out of the Fight.
- Receives a result of Leave the Battlefield.
- Left an Out of the Fight Band member behind.

If the Encounter was a failure the character rolls 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.

14.0 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!

14.1 AT THE START

1. Your Star starts with a Rep of 5 (5.1.1).
2. Choose your weapon (Table 7.9).

3. Decide what type of group you will have. Police, Gang, Military, Guerillas or Militia. This will define your enemies as well.
4. Recruit your Band (Table 6.1.1).

14.2 DURING THE ENCOUNTER

1. Choose the Encounter you want to play (12.0).
2. Follow the Encounter instructions and play the game.

14.3 AFTER THE ENCOUNTER

1. All characters that went Out of the Fight or left the battlefield will take the After the Battle Recovery Test (Table 7.13).
2. Check to recruit new Grunts (13.1).
3. Adjust Reps as needed (13.2).

15.0 DESIGNER NOTES

Chain Reaction 2015 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. You will be presented with challenges on every Encounter and no two will ever play the same. Like I said, not everyone is going to like it.

15.1 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 you, go back to the original rules and start over. Remember the goal is to have fun. Well, at least that's what 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 7/30/2015

7.14 CHALLENGE

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
Challenger has a tool that will make the Challenge easier.	+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.

11.2 PEF MOVEMENT

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.

11.3 PEF RESOLUTION

2

PEF RESOLUTION

(Taken versus PEF Rep of 4)

# D6 PASSED	RESULT
2	<i>Contact!</i> You have run into enemy. Roll 1d6: 1 = Three less than your group. 2 = Two less than your group. 3 = One less than your group. 4 = One more than your group. 5 = Two more than your group. 6 = Three more than your group. <i>Can never run into less than one enemy.</i>
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. If this is the last PEF and no enemy has been contacted, count as if passed 2d6.

11.4 NP MOVEMENT

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 a position in Cover, to fire at the 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.

7.6.3 IN SIGHT

REP

IN SIGHT

(Looking for successes)

Moving side wins only if scores more successes.

CIRCUMSTANCE	MOD
Concealed - Enemy is concealed.	-1d6

7.6.4 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 if in ranged weapons range.
- Otherwise Carry On.

7.9 WEAPONS

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

(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.

7.9.5 COVER

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

TYPE	RESULT
Buildings or Woods	Stationary figures are in Cover and Concealment. Moving figures concealed.
Vehicles	Figures inside are in Concealment. Figures behind are in Cover.

7.9.10 RANGED COMBAT

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. • Rush Shot. 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. • Rush Shot. TARGET WAS MISSED IF <ul style="list-style-type: none"> • In Cover. • Third or higher target. OTHERWISE – HIT.
10+	SHOOTER HITS TARGET

7.9.11 RANGED DAMAGE

1

RANGED COMBAT DAMAGE

(Read the result as rolled)

SCORE	RESULT
"6"	Obviously Dead.
Rep of Target or higher, but not a "6".	Out of the Fight.
Lower than Rep of Target	Duck Back – no Reaction Test taken.

7.11.2 CHARGE

2

CHARGE INTO MELEE

(Taken versus Rep)

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	Target may not fire. Charger moves into melee. No Reaction Tests taken.	Target fires. Charger moves into melee. No Reaction Tests taken.
Pass same number d6 as opponent	Target Rush Shots. Charger moves into melee. No Reaction Tests taken.	Target Rush Shots. Charger moves into melee. No Reaction Tests taken.

7.11.4 MELEE COMBAT

REP

MELEE COMBAT

(Looking for successes)

CIRCUMSTANCE	MOD
One Hand Melee Weapon.	+1d6
Two Hand Melee Weapon.	+2d6
Attacking a prone opponent.	+1d6

7.13 AFTER THE BATTLE RECOVERY

2

AFTER THE BATTLE RECOVERY

(Taken vs. Rep)

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

7.11.5 MELEE DAMAGE

1

MELEE DAMAGE

(Read result as rolled)

CIRCUMSTANCE	MODIFIER
Each success scored more than the opponent.	+1

SCORE	RESULT
6 or higher	Obviously Dead.
Rep of Target or higher, but not 6 or higher.	Out of the Fight.
Lower than Rep of Target	Loser -1 to Rep. Immediately fight another round of melee.

7.7 REACTION TESTS

2

REACTION TESTS

(Taken versus Rep)

Stars may exercise Free Will

CIRCUMSTANCE	MOD
If in Cover.	+1d6
Received Fire Test	+Ldr Die

#D6 PASSED	RECEIVED FIRE (LDR)	MAN DOWN
2	Outgunned: • Duck Back. Otherwise: • Return Fire.	Carry On.
1	Outgunned: • Duck Back. Otherwise: • Rush Shot	If twice more friends Out of the Fight or Obviously Dead: • Leave the Battlefield. Otherwise: • Duck Back.
0	Outgunned: • Leave the Battlefield. Otherwise: • Duck Back.	Leave the Battlefield

16.0 OLD SCHOOL CR

In this section we have one more option for your games. We call it *Old School CR*. Here's how we do it:

- Use this section to tweak the shooting rules found in *Chain Reaction 2015*.
- The Old School Weapons Table (Table 16.0) replaces the other Weapons Table (Table 7.9). This adds some additional weapons as well as Impact.
- The Ranged Combat Damage Table replaces the other one (Table 7.9.11).

16.0 OLD SCHOOL 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

16.1 WHAT'S THE DIFFERENCE?

The Old School Weapons Table uses Impact, the relative power of the weapon. This comes into play on the old school Ranged Combat Damage. Here's how we do it:

- Consult the Old School Ranged Combat Damage Table.
- Roll 1d6 and read the result as rolled.
- Go down the left-hand column to the appropriate row then across to see the result.
- Immediately carry out the result.

16.1 OLD SCHOOL RANGED DAMAGE COMBAT TABLE

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 Ducks Back.

Example – Billy Pink steps into sight of two Gangers and scores more successes on the In Sight Test so can fire first. He fires with a BAP (Big A\$\$ Pistol) and scores a hit on each.

Looking on the Old School Weapons Table we see that the BAP has an Impact of 2. He rolls 1d6 for the 1st shot and scores a 1 – the Ganger is Obviously Dead. He rolls 1d6 for the 2nd shot and scores a 4 – as the result is higher than the Impact of the weapon, the Ganger Ducks Back.

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