

# CHAIN REACTION

3.0



**2Hour** WARGAMES

JUST PLAY THE GAME



# *Chain Reaction*

## 3.0



Written by Ed Teixeira



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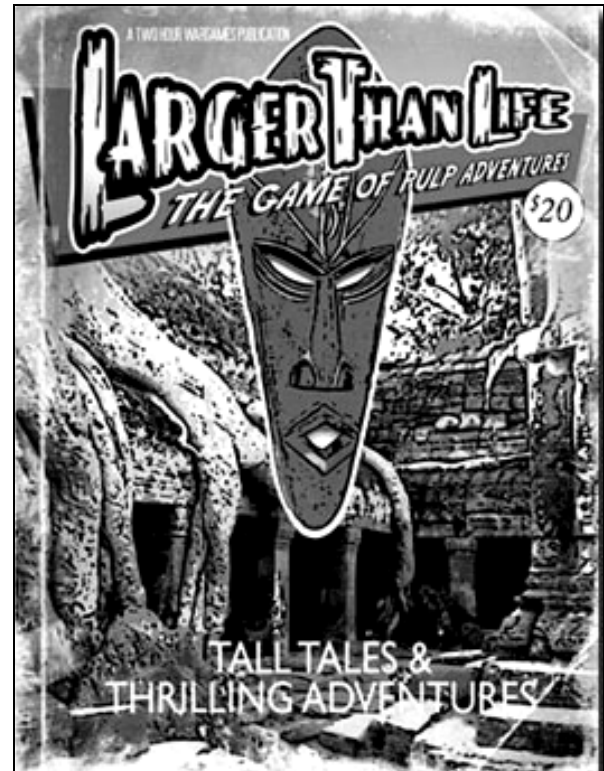
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### **SPECIAL THANKS TO THE "GODFATHERS"**

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# PROLOGUE

## CHAIN REACTION 3.0 –

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 and a new cover depicting a target riddled with bullet holes.

### 2004

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

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

### 2008

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

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

### 2009

With all the exposure and questions generated by CR 2.0 it's become obvious that the rules were reaching a much larger audience than before. But the jump in

mechanics from CR 2.0 to present day THW products was so dramatic that it became apparent to me that CR 2.0 needed a facelift.

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

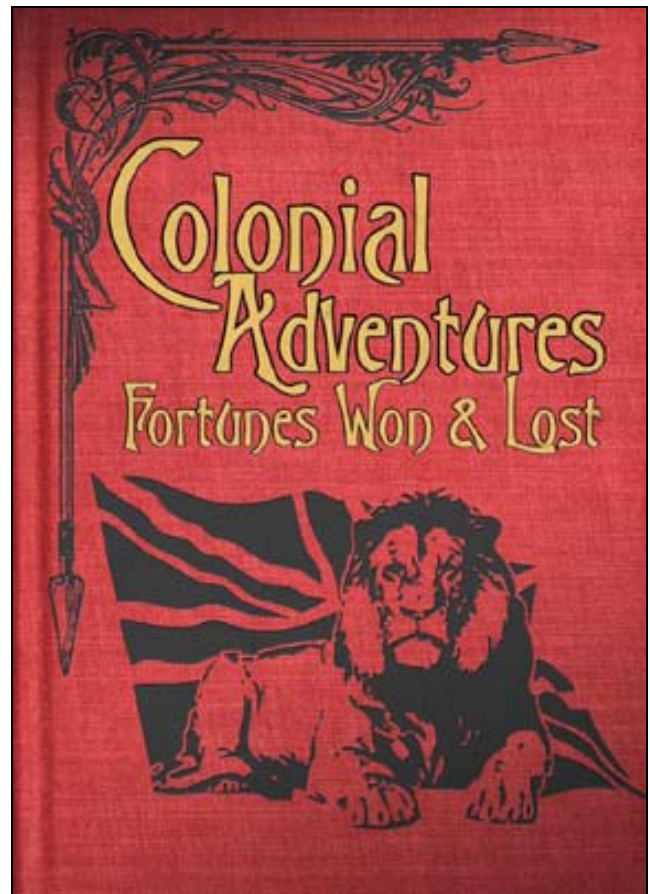
Anyway, thanks for the interest, give the game a read, play the game a few times and if you've got a taste for a specific period come visit the website and the Yahoo Group.

As the saying goes....

"What a long strange trip it's been"

Be sure to test out the Two Hour Wargames Yahoo Group linked below for answers to questions and free downloads of other THW games.

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



## CHAIN REACTION 3.0

# INTRODUCTION

CR 3.0 is a skirmish set of rules that can be played with any existing figures you may have. Games are usually finished in two hours or less, hence the company name, and can be linked together with a simple campaign system.

It's a great way to learn the Reaction System used by Two Hour Wargames.

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. Here's an example of both systems using one figure on each side.

## IGO UGO

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

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

*The big thing is I get to move and shoot you and you can't do anything about it.*

## THW REACTION SYSTEM

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

- I win the activation and can move first.
- I move my figure around the corner and your figure can see me.
- You take an In Sight Reaction test.
- Maybe you shoot at me.
- Maybe you shoot at me but rush your shot.
- Maybe you duck for cover so you can't get shot.
- If you shoot me either you hit me or miss.
- If you hit me I see how bad the damage is.
- Maybe I'm only stunned.
- Or maybe I'm knocked out of the fight or worse.
- But if you miss I take a Received Fire Reaction Test.
- Maybe I shoot you.
- Maybe I duck back for cover.
- Or maybe I runaway.
- We continue to fire back and forth at each other until either one of us gets hit, runs out of ammo, or ducks back behind cover.
- When all the reactions are finished it's your turn.

*The big thing is you get to react to what I do just like real life.*

There may be a variety of Reaction Tests in CR 3.0 but you'll be using mainly two of them 95% of the time. After a few turns you'll have them memorized and will rarely refer to the rules. It's that simple.

### WORD OF ADVICE

Be sure to read all of the rules before trying to play CR 3.0. And if you have a question about the rules just keep reading as the answer will be coming along shortly.

# EQUIPMENT REQUIRED

Besides figures and terrain, you need a few other things to play Chain Reaction 3.0. They are:

- Six-sided dice, also known as d6. It is best to have at least six of these, and the more you have, the more quickly games will play.
- One ruler or measuring device, ideally one device 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 flat surface at least 3'x3' with larger usually being better.

## THE DICE

During the game you will be required to roll dice for a variety of different reasons. They are:

### PASSING DICE

This way to use the dice is to roll 2d6 and compare each result individually to the Reputation or Rep of each figure taking the test.

If the score is equal or less than the Rep then the character has *passed* that die. If the score is higher than the Rep then the player has *failed* that die. Characters may pass 2, 1, or 0d6 when the dice are rolled this way.

Note that there will be times when the player may roll more or less than 2d6 but the player can never score more than pass 2d6.

*Example – Jim Bob Joe (Rep 4) must take a Received Fire Test. He rolls 2d6 and scores a 1 and a 5. He has passed 1d6.*

### COUNTING SUCCESSES

Another way to use the dice is by rolling them and counting *successes*. When taking a test that uses this method, such as when in Melee, a success is any score of 1, 2, or 3. A score of 4, 5, or 6 is a failure.

*Example: The native dancing girl enters melee and rolls 4d6. She scores a 1, 3, 3, and 4. This translates into three successes.*

### POSSIBILITIES

You may see numbers in parenthesis such as (1-2). This means that there is a chance of an event happening based on a d6 roll.

*Example – The gang member is armed with a pistol (1-2) or shotgun (3-6). This means that on a result of 1 or 2 when rolling 1d6 the ganger has a pistol.*

### READING AND ADDING THE DICE

And sometimes you simply read the result of the d6 for what it is and add the scores together.

*Example – On the Terrain Generator Table I roll a 3 and a 6 for a total of 9.*

### HOW MANY D6?

How many d6 do you roll? This is found by looking in the upper left corner of each table. There will be a number that tells you how many d6 should be rolled. This will usually be 3, 2, or 1 or maybe a word like Rep or Target. That means roll 3, 2, or 1d6 or 1d6 for each point of whatever word it is.

*Example – A Berber Horseman is approaching a French Legionnaire. The Legionnaire must roll an In Sight Test so tosses 2d6. They later go into melee and see the word Rep on the Melee Table so they each roll 1d6 per point of Rep.*

## FIGURES AND TERRAIN

Literally hundreds of figures can be used with CR 3.0. *There aren't any official figures so play with what you already have.*

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

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

## CHAIN REACTION 3.0

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

### BASING FIGURES

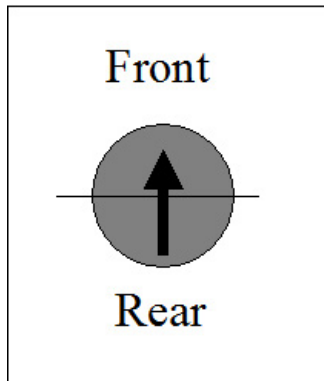
Each figure represents one real man. The easiest way to base 25mm figures for CR 3.0 is 1 figure on a 1" round or square base as either style will work.

Figures previously mounted for other rule systems will also work.

### DEFINING FACES

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

To qualify as a rear attack the attacker must begin and end its movement behind the front facing of the target. The front facing is defined as 90 degrees to the left and right of the way the figure is facing.



# DEFINING CHARACTERS

Characters in CR 3.0 are defined in the following ways.

- Is it a *Star* or a *Grunt*?
- What is its *Reputation*?
- What type of *weapon* does it have?
- Does the character have any *Attributes*?

## STARS AND GRUNTS

**CHAIN REACTION 3.0** is played with individual figures referred to as *characters*. There are two types of characters. They are *Stars* and *Grunts*.

**STARS** – Characters that represent you, the player. This is the character around which the whole Chain Reaction 3.0 campaign revolves. We suggest your Star begin with a Rep of 5.

**GRUNTS** – These are the *non-player characters* (NPC) that make up your group or gang. They will come and go as the campaign progresses.

- Stars may recruit Grunts to form their group or gang.
- For each point of Rep the Star has he may recruit one Grunt.
- Stars may not recruit Grunts with a higher Rep than themselves.

## STAR ADVANTAGES

Being a Star in CR 3.0 has three important advantages. These are:

- Larger Than Life.
- Cheating Death
- Free Will

### LARGER THAN LIFE (LTL)

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

## CHAIN REACTION 3.0

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

*Example- Billy Pink (Rep 5) is shot by a Rep 4 gang member. The gang member scores an obviously dead result but Billy Pink is out of the fight instead.*

### CHEATING DEATH

A Star can be killed by anyone with an equal or higher Rep. When this occurs the Star may declare that he is *cheating death*. He is immediately removed from the game and whisked safely home.

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

*Example- Billy Pink (Rep 5) is shot by a Rep 5 gang member. The gang member scores an obviously dead result so Billy would be dead. Instead he uses the Cheating Death rule and leaves the game. He is now a Rep 4.*

### FREE WILL

Each time a player must take any Reaction Test, except for the Fast Move, In Sight, or recover From Knocked Down Tests, he may *choose which of the three possible results he wants to do without rolling dice*. This is noted on the Test by an \*.

*Example – Hickey is shot at by the enemy. He is a Star so can choose his reaction on the Received Fire Test. He chooses to return fire.*

## REPUTATION

*Reputation* represents a combination of training, experience, morale, and motivation and is an expression of a character's overall fighting quality. There are six possible level of Reputations-

- **Reputation 6** – These action heroes are few and far between. The stuff of legends.
- **Reputation 5** - These are veterans of numerous successful encounters. Delta Force or SAS members would have a Reputation of 5.
- **Reputation 4** - These are reliable men and women of some experience. Undercover cops are examples of Rep 4.
- **Reputation 3** – These are guys of unknown quality who have seen little or no action.

Lower ranking gang members would have a Reputation of 3.

- **Reputation 2** - These are green or poor quality *targets* with little motivation or desire for combat. Your average K-Mart shopper would be considered Rep 2.
- **Reputation 1** – Usually reserved for the extremely old or young or those that are sick or infirm. Also confirmed cowards.

## WEAPONS

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

It is possible for a character to have more than one weapon, a primary weapon and a secondary weapon. Players are encouraged to count the figure to be armed with the weapon it has.

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

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

## ATTRIBUTES

CR 3.0 uses Attributes to further define different characters. Using Attributes is strictly optional but will greatly enhance your games.

If you choose to use Attributes it's best to limit them to your group and not use them for the non-player enemy characters, as it could require too much bookkeeping. But the choice is yours.

If you are playing a campaign, or series of connected battles, the Star is allowed two Attributes chosen from the lists.

Grunts have their initial Attribute determined by rolling 2d6 on the Attributes Table.

## CHAIN REACTION 3.0

### 2 ATTRIBUTES TABLE *2d6 added together*

2D6	ATTRIBUTES
2	<b>Born Leader:</b> Adds 1d6 to all personal Reaction Tests except for the In Sight and Recover From Knocked Down Tests. Any friendly character within 4" of him will react as the Born Leader does regardless of what their reaction would have actually been.
3	<b>Poser:</b> Will roll only 1d6 when taking the Received Fire Test.
4	<b>Agile:</b> When the character is fast moving he does not suffer any shooting penalties.
5	<b>Slow:</b> Treats a result of pass 2d6 as if pass 1d6 when taking the Fast Move Test.
6	<b>Brawler:</b> Adds 1d6 when in melee.
7	<b>Slow to React:</b> -1 to Rep when taking the In Sight Test.
8	<b>Athlete:</b> Can throw grenades 9" instead of 6".
9	<b>Runt:</b> Minus 1d6 when in melee.
10	<b>Marksman:</b> Will roll 2d6 instead of 1d6 when using a bolt-action rifle, counting the best score, and increasing the weapons range to 60". If firing from a prone position then receives a third d6.
11	<b>Clumsy:</b> When testing to Fast Move if fail with <i>doubles</i> will move 1d6" then fall in place counting as <i>stunned</i> .
12	<b>Nerves of steel:</b> Not subject to Duck Back.

*Example – Billy Pink is a Star and chooses the following Attributes, Agile and Born Leader. He recruits two Grunts, Char and Dez. Char rolls an 8 so is an Athlete while Dez rolls an 11 and is Clumsy.*

# GETTING STARTED

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

## RECRUITING

The first thing that has to be determined is what does your force consist of. This will tell you whom you will be fighting. CR 3.0 is best played with from three to ten figures per side with variable Reps. Once you have learned the game mechanics you can easily play much larger games of upwards of fifty figures per side and all in a playable two hours.

## THE LISTS

Here's a list of force types that you can use in CR 3.0. You could also use CR 3.0 for World War 2, World War 1, and other conflicts. Feel free to mix and match or create your own lists, for these periods and more, as you see fit.

As for who is armed with what we provide general information. These are general army lists and if you desire more detailed lists then see the THW website for rules that go into more depth for each period or genre.

## USING THE LISTS

Here's how to use the lists.

- For each figure in your force roll 2d6.
- Add the scores.
- Look down the Recruit column for each total to determine the character's Type and Rep.
- Follow the general guidelines in each list to see what each figure is armed with.

## CHAIN REACTION 3.0

# MILITARY OPERATIONS

In this section we cover military actions involving traditional military forces and irregular forces often referred to as insurgents.

## MILITARY LIST

Military groups or squads are from nine to twelve figures in size. These squads are further broken down into three man teams consisting of one Team Leader and two other soldiers with one Team leader the overall Leader of the squad.

- Each soldier will be armed with an assault rifle and grenades.
- One member of each team can have a grenade launcher or SAW.
- Each three squads can have a rocket launcher team of two attached to it.

Military		
Recruit	Type	Rep
Special	Star	5
2 or 4	Team Leader	5
5 or 6	Veteran	5
7 to 9	Soldier	4
10 to 12	Recruit	3

## INSURGENTS LIST

Insurgent groups are from nine to fifteen figures in size under the command of one Leader.

- Each soldier will be armed with an assault rifle and grenades.
- Each group may have one SAW.
- Each two groups can have a one-man Rocket Launcher that may fire only once per game. It may never be reloaded.

Insurgents		
Recruit	Type	Rep
Special	Star	5
2	Leader	5
3 or 5	Military Trained	4
6 to 8	Experienced	3
9 to 12	Recruit	2

# STREET WARFARE

This would include all *apocalyptic* games where society is in decay and criminal activity runs rampant. Rival gangs strive to eliminate each other as well as grow in wealth. The setting could be either rural or urban as you choose.

## POLICE LIST

Police squads are five to ten in number. They range from the officer on patrol to the elite SWAT teams found in most major US cities. SWAT teams do not work with regular uniformed officers but replace them in special circumstances.

- Each officer will be armed with a BA Pistol and have access to a shotgun in his cruiser.
- SWAT team members will be armed with a BA Pistol and have access to assault rifles, shotguns and machine guns.

Police		
Recruit	Type	Rep
Special	Star	5
2	SWAT	5
3	Detective	5
4 or 5	Veteran	5
6 to 9	Officer	4
10 to 12	Rookie	3

## GANG LIST

Gangs are from six to twelve figures in size and usually led by one Leader.

- Gang members are armed with a pistol (1), BA pistol (2-3), shotgun (4), machine pistol (5), or submachine gun (6).

Gang		
Recruit	Type	Rep
Special	Star	5
2	Boss	5
3 or 4	Hard Case	5
5 to 8	Banger	4
9 or 10	Punk	3
11 or 12	Wannabee	2

## CHAIN REACTION 3.0

# ORGANIZING YOUR FORCE

There are two special rules that can affect the organization of your figures and how you may move them. They are the Group and Leader rules.

## GROUPS

At the start of the battle each side must divide their figures into groups of 1 or more figures. Groups are those figures within 4" and in clear Line of Sight of another group member. Note that Line of Sight or LOS is explained in detail later in the rules. You may form up or break apart your group into smaller groups at anytime during the turn when you are active or when forced by reaction.

*Example - Billy Pink, Char, and Dez are all within 4" of each other so count as one group. They get fired on and Char ducks back outside of 4" from Dez or Billy Pink. She is now her own group and will activate by herself. Later Billy moves to within 4" of her and she becomes part of the group and may immediately move.*

## LEADERS

Each group will have at least one Leader. The Leader provides the following benefits.

- The Leader allows for all figures in his group to use the Rep of the Leader to *activate*.
- Leaders are allowed to apply Leader Die to certain Reaction Tests for all figures in his group, including himself. A (LD) at the end of some Reaction Tests or a LD in the top left corner of any applicable Reaction Test designates this.
- To use Leader Die throw 1d6 and compare the result to the Rep of the Leader. If the result is *pass 1d6* then this may be added to the reaction results of figures in the group.

*Example – A squad of soldiers wishes to take a Wanting to Charge test. The Leader has a Rep of 4 and 1d6 is thrown. The score is a 3 so the result is pass 1d6. This is now added to the results of the other figures taking their tests. The squad, all Rep 4, rolls 2d6 and scores a result of 3 and 6. This means that they normally would have passed 1d6. But adding the one passed d6 from the Leader roll means the squad actually has passed 2d6.*

## GROUP LEADERS

In real life there will always be someone in charge of a group. If the actual Leader is disabled someone will always "step-up" and replace him.

So when a Leader becomes disabled the non-Leader figure with the highest Rep in the group is considered to be the Group Leader. In cases of ties the player may designate the Group Leader. The Group Leader allows for all figures in his group to use the Rep of the Group Leader to activate.

This is the only Leader ability that the Group leader has.

*Example – The group comes under fire and the Leader is disabled. The group now takes the Leader Lost Reaction test and passes 2d6. The highest Rep figure left is now the group leader.*



## CHAIN REACTION 3.0

# RULES OF WAR

Now let's go over the rules as you will use them during the game.

## TURN SEQUENCE

Chain Reaction 3.0 is played in turns with one phase of activation per side. Although battles can last an unlimited number of turns, each turn follows a strict sequence.

- Select 2d6 of different colors.
- Name one side as one color and the other side as the other color.
- Roll these two dice at the same time to start each turn. This is called rolling for Activation.
- If the dice are the same (doubles) re-roll them.

*Optionally, doubles may signal the possible arrival of reinforcements for one side or another. This can be either determined by the scenario or agreed to before hand by the players. In another option a result of seven would signal the arrival of 1-3 characters to the side with the higher score. They would enter on the table edge that the player started from.*

- If the dice are not doubles then read each die individually. The higher score determines which side is *active* and will activate its groups first.
- The die score also determines which Rep or higher group the corresponding side may activate. Groups activate from the highest to the lowest Rep.

*Example: A Blue 4 and a Yellow 3 are rolled. The Blue side scored higher so it activates first. Blue may activate only groups that are led by a Rep 4 or higher Leader or Group Leader.*

- After all actions and reactions have been finished for the first group the active side is allowed to proceed to its next group.
- After all of one side's groups have been activated, the other side may activate one group at a time under the above Rep restriction and continue to do so until all groups have been activated.

*Example: A Blue 4 and a Yellow 3 were rolled. The Blue side has finished activating all the groups he wanted to. It is now the Yellow sides turn. Yellow may activate only figures that are Rep 3 or higher, or grouped with a Rep 3 or higher leader.*

- After both sides have moved all of their eligible groups the turn is over and Activation dice are rolled again.
- When more than two sides play just add additional colored die to the Activation roll. Any dice rolling doubles means those sides may not activate but the other sides may. If all dice roll the same number, re-roll.

Now that you know the turn sequence we will explain the rules in the order that they will occur during the game turn. Let's start with actions.

## ACTIONS

When a character is Active he may voluntarily do one of the following actions.

- Move up to full distance and fire if desired, at any time, while completing his move.
- Stay in place (allowed to change the way faced) and fire if desired.
- Charge into melee in lieu of firing.

## ORDER OF ACTIVATION

When a side is active it must activate its groups in the following order. Any and all reactions caused by one group activating have to be finished before the next group may activate.

- Highest Rep currently *carrying on*. If tied then...
  - Those that wish to fire and not move.
  - Those that wish to move first and may fire.
  - Those recovering from duck back.

*Example – My side activates and the group with a Rep 5 moves first. In the group there are three figures. Billy Pink wants to remain in place and fire so goes first. Dez moves and fires. Char recovers from duck back, pops up and fires.*

## CHAIN REACTION 3.0

# MOVEMENT

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

## NORMAL MOVEMENT

Normal movement is 8" for all figures.

## FAST MOVEMENT

If desired a figure may attempt to move at a faster speed than normal. Rolling 2d6 versus the Rep of the group and applying the results individually to each figure, then consulting the Fast Movement Test does this. In this way it is possible for figures in the same group to move at different speeds.

*Example – Billy Pink decides to have the group take a Fast Move test. He rolls 1d6 for being the leader versus his Rep of 5 but scores a 6 for his Leader Die. The group tosses 2d6 and scores a 5 and a 4. Billy passes 2d6 and moves 16". Dez passes 1d6 and moves 12". Char passes 0d6 and moves only 8".*

## GOING PRONE

Figures may choose to go prone at anytime during their turn. This ends their movement. To regain their feet takes half of their movement distance.

Prone figures may fire immediately after going prone.

*Example – Char moves 8" and declares that she is going prone. The figure is laid down and she can now fire if desired.*

## INVOLUNTARY MOVEMENT

Figures may be forced into involuntary actions and movement due to the results of a Reaction Test. The procedures for taking a Reaction Test will be described later. However, the possible involuntary actions and moves are as follows.

**Halt** – Cease movement or do not move.

**Duck Back** – Move to nearest cover within 6" whether away or towards the cause of the test. Figures in Duck Back cannot see or be seen by the figure that caused the Duck Back.

**Retire** - Move 12" away to the cover, even if already in cover, away from the enemy causing the test. Remain Hunkered Down until rallied or forced to retire again.

**Hunker Down** –Stay in cover or move to nearest cover. Remain in place not doing anything until rallied. Hunker Down in cover cannot see or be seen by the figure that caused the test.

*Example – Billy Pink and Dez are fired on. Billy scores a duck back so moves to the closest cover 6" away from the shooter. Dez scores a result of retire and moves to the closest cover, ducks down, and now will hunker down until rallied by Billy or Char.*



## CHAIN REACTION 3.0

# REACTION

This section covers the heart of the Two Hour Wargames system. It is called the Reaction System and groups will take Reaction Tests during the game when called upon to do so. Reaction Tests reflect how a group will perform when under physical, mental, or emotional stress during the fight.

Note that the group taking the test is called the *tester*.

All of the tests are grouped together on the Reaction Tests Table in the rear of the book.

## HOW TO TAKE A REACTION TEST

To take a Reaction Test the group rolls 2d6 and compares each result individually to the Rep of each figure taking the test.

If the die score is equal or less than the Rep of the figure then he has *passed* 1d6. It is possible to pass 2d6, 1d6, or 0d6.

*Example – The following group of three figures move into sight of the enemy.*

- *Veteran Rep 5.*
- *Soldier Rep 4.*
- *Recruit Rep 3.*

*All of the figures are fired upon. The group immediately rolls 2d6 and score a 5 and a 2. The Rep 5 veteran has passed 2d6 and returns fire. The Rep 4 soldier has passed 1d6 and ducks back. The Rep 3 retires away. Note that different Rep figures in the same group will often behave differently.*

## WHO TAKES THE TEST

The group takes Reaction Tests but only the figures actually forced to take the test suffer the result.

*Example – Continuing the above example the group activates and the Rep 4 soldier in duck back pops up from cover and tries to shoot. As he is coming into sight from being out of sight he triggers an In Sight test and is shot at but missed. The group rolls 2d6 and scores a 4 and a 3 but only the Rep 4 soldier makes the test. He returns fire at the enemy.*

## IN SIGHT OR NOT

Figures are always either in sight of the enemy or not.

A figure is in sight when –

- The enemy can trace a line of sight to the figure. This still applies even if the figure is in cover or concealed.

A figure is not in sight when-

- It cannot be seen because of intervening terrain. Figures ducked back or hunkered down fall into this category.
- It cannot be seen due to weather or light restrictions such as being farther than 12” from the enemy at night.

Now let's look at each test individually.

## TYPE OF REACTION TESTS

There are a variety of Reaction Tests used in CR 3.0. Here's a list and what they are used for. When not specified the test is taken when the group is active or inactive.

- **FOCUS** – Taken to determine which enemy group the group will fire at or charge.
- **FAST MOVE** – Taken when the group wants to move farther than normal move distance. Taken only when active.
- **IN SIGHT** – Taken when an enemy group starts out of sight and enters into sight of the group taking the test. Taken only when inactive.
- **RECEIVED FIRE** – Taken when a member of the group is shot at but not hit.
- **WANTING TO CHARGE** – Taken when a group wishes to charge an enemy group. Taken only when active.
- **BEING CHARGED** – Taken when a group is being charged. Taken only when inactive.
- **RALLY** – Taken when a group has *hunkered down* and wishes to return to the fight. Taken only when active.
- **MAN DOWN** – Taken whenever a friendly figure within 2” and sight goes down from fire whether stunned, out of the fight, or

## CHAIN REACTION 3.0

obviously dead. Characters that have a higher Rep than the figure going down will ignore this test.

- **LEADER LOST** – Taken whenever the Leader of the whole force is out of the fight or obviously dead. Does not have to be in LOS of the Leader when this occurs.
- **RECOVER FROM KNOCKED DOWN** – Taken immediately when the figure had been knocked to the ground.

### FOCUS

During the chaos of a gunfight there will often be multiple targets in range of the group. During these times the tester will *focus* on one enemy target group and charge or concentrate its fire upon it.

If there is only one target group in LOS of the group then the tester will *focus* on that target.

If there are multiple target groups the tester must take the Focus Test. Rolling 2d6 versus the Rep of their Leader does this.

If a tester is *focused* and a bigger threat comes into LOS the tester will immediately take a Focus Test.

*Example – Char is behind a building. Carlos and Reed are in the same group. They activate and Carlos comes around the corner to the left while Reed comes around the corner to the right at the same time. Char takes an In Sight test first and has a chance to fire. She next takes a Focus test and passes 2d6 so can fire at the best target or biggest threat. As Carlos has an SMG and Reed a pistol, she fires at Carlos.*

### FAST MOVE

Covered in the Movement section of the rules.

### IN SIGHT

This is taken whenever an enemy figure starts out of sight of the tester and moves into sight of the tester. This also includes figures that pop up from duck back to shoot.

The In Sight is taken as soon as the group comes into view. If more than one figure is in the group then it will be taken after the group has moved no more than 2" into sight and after all the figures that wish to move have done so.

*Example – Billy Pink is inactive and behind a building. Gweedo is on the other side and is now active. Gweedo moves up to the corner of the building and can now be seen and is considered to be In Sight. Billy takes the In Sight test, passes 2d6 and fires.*

### RECEIVED FIRE

Whenever a group is fired on it must take this test. All figures in the group must take the Received Fire Test.

*Example – The group with Billy Pink, Dez, and Char are shot at. 3d6 are tossed; the 2d6 for the group and 1d6 for Billy's Leader Die and 1d6 is passed. Only Dez was fired at but the whole group still tests.*

### WANTING TO CHARGE

Taken when the group wants to move into melee with the enemy. All or some of a group may charge if desired.

*Example – Char wants to charge. She rolls 2d6 and passes 1d6. She is in the open so charges towards Carlos.*

### BEING CHARGED

Whenever the enemy charges a group this test is taken when the chargers are 3" from contact. Only the figures that will actually come into contact with the enemy suffer the results. If no figures pass enough d6 to stand and melee the chargers continue their move to the spot that was vacated.

*Example – Char charges Carlos. Carlos passes 2d6 so will fire then melee with Char. Char must take a Received Fire test if she is not hit by Carlos' fire.*

### RALLY

Taken when a group is *hunkered down* and wants to return to the fight. May only be taken when a Leader or other friend joins the group.

*Example – Dez is behind cover and hunkering down. Char moves adjacent to her and Dez rolls 2d6 to Rally. She passes 0d6 and remains hunkered down. Later in the turn Billy Pink attempts to rally Dez. 3d6 are rolled this time as Billy can add his Leader Die. Dez passes 1d6 and retires away.*

### MAN DOWN

Taken immediately whenever a friendly figure (with an equal or greater Rep) is within 2" and sight goes

## CHAIN REACTION 3.0

### MAN DOWN

Taken immediately whenever a friendly figure (with an equal or greater Rep) is within 2" and sight goes down from fire whether stunned, out of the fight, or obviously dead.

*Example – Dez is hit by fire and is stunned. The group rolls 2d6. Only Char takes the test as Billy has a higher Rep than Dez.*

### LEADER LOST

Taken only whenever the Leader of the whole force goes out of the fight or obviously dead. The testers do not have to be in LOS of the Leader when this occurs. The test is not taken when a group leader is lost.

*Example – The group comes under fire and the Leader is disabled. The group now takes the Leader Lost Reaction Test and passes 2d6. The highest Rep figure left is now the group leader.*

### RECOVER FROM KNOCKED DOWN

Taken immediately when the figure has been knocked to the ground by ranged weapons fire.

*Example – Dez takes a hit and goes down. She rolls 2d6 on the Recover From Knocked Down Test, passes 2d6, and is stunned.*

### HEROES ALL

Whenever a group rolls double ones, known as snake eyes, on any of the following Reaction Tests they will immediately go into *hero mode*. This only applies to the figures that actually took the test.

- Received Fire
- Wanting To Charge
- Being Charged
- Man Down
- Leader Lost

This means they will always pass 2d6 whenever they have to take these tests for the rest of the game.

*Example – Char takes a Man Down test and passes 2d6 with snake eyes. She is now in hero mode. Later Char wants to charge and does so without needing to roll.*

## REACTION TEST STATUS AND ACTIONS

Here we will explain the terms found on the Reaction Tests Table.

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

- Stunned
- Obviously Dead
- Out of the Fight
- Ducked Back
- Retire
- Hunkered Down

**DUCK BACK** – Move to the nearest cover within 6". This can be in any direction, even forward. If no cover available within 6" then drop prone in place, ending your turn. Figures in Duck Back cannot see or be seen by the cause of the test.

**HALT** – Cease movement or not move at all.

**HUNKER DOWN** – Stay in or move to nearest cover within 12" and do nothing until rallied. Figures that Hunker Down cannot see or be seen by the cause of the test.

**LOSE FOCUS** – Group must immediately roll a Focus Test.

**OBVIOUSLY DEAD** – The wound is so severe it is obvious that the character is dead.

**OUT OF THE FIGHT** – The figure is wounded and cannot continue the battle. He is left on the table and may be retrieved by others.

**RETIRE** – Move to the nearest cover within 6" away from the cause of the test. If no cover available within 6" then drop prone in place, ending your turn. Remain Hunkered Down until rallied or forced to retire again.

**SNAP FIRE** – Stop in place and fire rushing the shot and at full Target rating.

**STUNNED** – Figure may not carry on until next activated.

## CHAIN REACTION 3.0

# RANGED WEAPONS

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

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

**Type** – What they are

**Range** – The range listed for every weapon is its *effective range* or the range that the firer is deemed to have a *reasonable chance* of hitting the target.

**Targets** –In effect, the maximum number of d6 allowed when fired by the character. Each d6 has the potential to do damage to a target and any or all dice may be applied to one or more figures. Also defines the “spread” of the weapon. *Example* – A submachine gun with Target of 3 may fire at up to three targets in a three-inch width.

**Impact** – The damage a hit from the weapon may do.

## LIST OF WEAPONS

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

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

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

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

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

**SUB-MACHINE GUN (SMG)** – SMG has a range of 24’, Target of 3, and Impact of 1.

**BOLT ACTION RIFLE (BA) (SNIPER RIFLE)** – Rifles have a range of 48”, has a Target of 1, and an Impact of 3.

**SEMI-AUTOMATIC RIFLE (SA)** – Semi – automatic rifles have a range of 48”, has a Target of 2, and an Impact of 3.

**MACHINE PISTOL (MP)** – MPs have a range of 12”, Target of 3, and an Impact of 1.

**ASSAULT RIFLE (AR)** – ARs have a range of 48”, Target of 3, and an Impact of 3.

**SQUAD AUTOMATIC WEAPON (SAW)** – The SAW has a range of 48”, Target of 4, and an Impact of 3.

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

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

**ROCKET LAUNCHER (RL)** – If the RL has a second figure acting as a loader it may fire once during the turn in reaction or when active. If a loader is not present then the shooter must spend one turn of activation doing nothing but loading the weapon. Rocket Launchers have a range of 48”, can engage an unlimited number of targets in a 5” blast circle, and an Impact of 5.

WEAPONS TABLE

<i>Ranged Weapons</i>	<i>Range</i>	<i>Targets</i>	<i>Imp</i>
Pistol	12	2	1
BA Pistol	12	2	2
Shotgun	12	3	2
Bolt Action Rifle	48	1	3
Semi-Automatic Rifle	48	2	3
Machine Pistol	12	3	1
Submachine Gun	24	3	1
Assault Rifle	48	3	3
Grenade	6	5” blast circle	2
Squad Automatic Weapon	48	4	3
Grenade Launcher	24	5” blast circle	2
Rocket Launcher	48	5” blast circle	5

## OUTGUNNED RANKINGS

When firing, some weapons are perceived to have greater firepower than others. This is called their Outgunned Ranking or OR. If you shoot at someone with a higher OR weapon than they have, they are usually forced to Duck Back and cannot fire back. If they shoot at one of your group with a higher OGR weapon, then they are forced to Duck Back. This is known as being *outgunned*. Here are the Outgunned Rankings for each weapon.

**Na**                      **Outgunned Rankings**  
*Stars and chargers are never outgunned.*

Outgunned Ranking	Weapon Type
5	Grenades and Rocket Launchers,
4	SAW
3	Target 3 weapons.
2	Target 2 weapons.
1	Target 1 weapons.
0	Those that may not return fire or out of range.

*Example - The group comes under fire by a SAW and must take a Received Fire test. The group passes 2d6. Billy is not outgunned but the other two are as they are armed with bolt-action rifles.*

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

## TIGHT AMMO

Ammo in Chain Reaction 3.0 is pretty much unlimited. However, there still is a chance that the weapon may temporarily run out of ammo and must be reloaded. To represent this down time, when a weapon is fired count the number of “1”s that are rolled. If two or more “1”s turn up the weapon is out of ammo and may not be fired until one turn of activation is spent reloading it. Figures reloading weapons may not exceed their normal move.

*Example – Carlos fires with a SAW and rolls a 1, 1, 4 and 5. This means he is out of ammo.*

## SHOOTING

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

### LINE OF SIGHT

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

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

### RESOLVING FIRE

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

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

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

*Example – Char fires at Carlos and misses. Carlos takes the Received Fire test. Carlos fires back and misses as well. Char takes the Received Fire test and passes 2d6. Normally she should return fire but instead will duck back as she is outgunned.*

### TARGET SELECTION

A figure may fire at up to one target per point of Target rating of the weapon. The targets must be not more than 1” from each other.

## CHAIN REACTION 3.0

- Before firing the shooter must declare how many shots will go onto each target. It is possible for one figure to have multiple hits.
- Roll the dice and arrange the dice from the highest to the lowest.
- Apply the dice to the figures as stated prior to shooting with the highest d6 on the first target.

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

## SHOOTING A WEAPON

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

- Roll 1 to 4d6 depending upon the Target rating of the weapon and add them individually to the shooter's Reputation.
- Compare these totals individually to the Ranged Combat To Hit Table. *There is no need to test any modifiers prior to rolling as the modifiers are already built into the hit table.*

<b>Target</b>	<b>Ranged Combat</b> <i>1d6 + Rep</i>
<i>A result of two or more "ones" means out of ammo.</i>	

1d6 + Rep	Result
3 to 7	• Miss.
8	• Target concealed – miss. • Target in cover – miss. • Target prone – miss. • Target moved fast – miss. • Shooter moved fast – miss. • Shooter is snap firing - miss. • Second or higher target – miss. • Otherwise – hit.
9	• Target in cover – miss. • Shooter moved fast – miss. • Shooter is snap firing - miss. • Third or higher target – miss. • Otherwise – hit.
10+	• Hit.

### EXPLAINING THE RANGED COMBAT TO HIT TABLE

Ranged Combat Table results are explained below.

- **MISS** – The target is missed but must immediately take a Received Fire Test.
- **HIT** – The target has been hit and damage must be determined.

Some results apply to certain situations and are treated on a case-by-case basis.

- **CONCEALMENT** – If the target is behind an obstruction that can conceal it but cannot stop a bullet it is missed.
- **COVER** – If the target is behind a solid obstruction that can deflect a bullet it is in cover and is missed.
- **PRONE** – If the target is prone it is missed.
- **TARGET MOVED FAST** – If the target passed a fast move test with 2d6 or 1d6, the target is missed.
- **SHOOTER MOVED FAST** – If the shooter passed a fast move test, with 2d6 or 1d6, then the target is missed.
- **Shooting is snap firing** – Shooter has rushed his shot and the target is missed.
- **SECOND (THIRD) OR HIGHER TARGET** – If the target is the second (third) or higher target shot at by the same shooter then it is missed.
- **OTHERWISE** – If none of the circumstances apply the target is hit.

*Example - Billy Pink fires his BA pistol at Carlos who is in cover. Billy rolls a 3 and 6. Adding each one individually to his Rep of 5 he scores an 8 (miss because Carlos is in cover) and an 11 (hit).*

## DETERMINING DAMAGE

Each time a figure is hit the shooter must roll on the Ranged Combat Damage Table. Roll 1d6 and compare the score to the Impact of the weapon.

<b>1</b>	<b>Ranged Combat Damage Table</b> <i>1d6 per each hit</i>
----------	--

Score	Result
"1"	• Target Obviously Dead
Impact or less but not a "1"	• Target is Out of the Fight.
Higher than Impact	• Target is Knocked Down and immediately takes Recover From Knocked Down Test.

## CHAIN REACTION 3.0

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

## AUTO-KILL OR CAPTURE

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

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

## FIRING TWO WEAPONS AT ONCE

It is possible to use two pistols, BA pistols, machine pistols or any combination of any at the same time. This results in more firepower but at the cost of reduced accuracy. Figures doing so will count a –1 to each die score rolled.

*Example – Dez fires with two pistols. She rolls for one and scores a 3 and 4, which becomes a 2 and 3. She rolls a 4 and 4 for the other pistol and these are reduced to 3 and 3.*

## PITIFUL SHOT

Rep 3 figures and only Rep 3 figures are allowed to use the *pitiful shot* rule. Whenever a Rep 3 fires and rolls a six but still cannot hit the target, such as when a target is in cover, he is allowed to roll 1d6 again. If the score is equal to or lower than his Rep (3) then a hit is scored. Otherwise, treat the result as a Miss requiring the target to take a Received Fire Test.

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

## THROWING GRENADES

Grenades can be thrown up to 6". Simply nominate the spot the grenade is to land, roll 2d6 versus the

thrower's Rep, and consult the Throwing Grenade Table.

### 2 THROWING GRENADE TABLE

(Taken vs. Rep)

# Dice Passed	Result
Pass 2d6	<ul style="list-style-type: none"><li>Grenade lands on the nominated spot. Test for damage.</li></ul>
Pass 1d6	<ul style="list-style-type: none"><li>If the thrower cannot see the nominated spot, such as behind cover or concealment, the grenade misses. The explosion however causes the target to take a Received Fire test counting outgunned.</li><li>If the thrower can see the nominated spot or the grenade is being dropped over a wall, rolled into a doorway, or similar it lands on the nominated spot. Test for damage.</li></ul>
Pass 0d6	<ul style="list-style-type: none"><li>Oops! Grenade is dropped. All within the blast circle must roll their Rep or less on 1d6 to drop prone. Otherwise roll for damage.</li></ul>

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

## HITTING WITH BLAST EFFECT WEAPONS

Once a grenade has landed on the nominated spot place a 5" blast circle template on it. I suggest a common CD for this.

Any figure within the circle may be damaged.

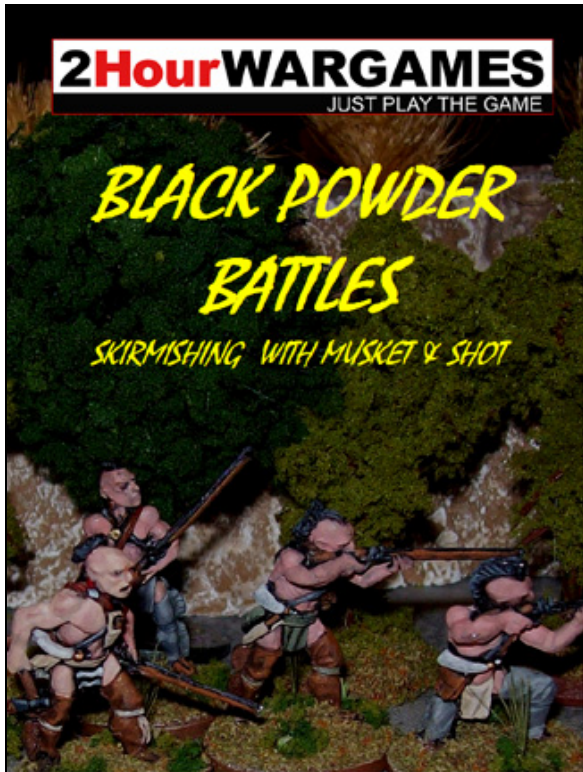
Roll once for each figure on the Ranged Combat Damage Table.

*Example – Billy dropped the grenade behind the wall and Carlos was in the blast template. Billy rolls 1d6 and scores a 2 versus the Impact of 2 of the grenade. Carlos is out of the fight.*

## CHAIN REACTION 3.0

### “WHO’S GOT THE GRENADE?”

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



## MELEE

When figures come into contact they can enter into melee or hand-to-hand combat. Before doing this please remember that you have a gun!

**HAND-TO - HAND WEAPONS** – There are three categories.

- **One Hand Weapons (HW)** – Those used with one hand such as a sword. These have an Impact of 2.
- **Two Handed Weapons (THW)** – Those requiring two hands to use such as a two-handed axe. These have an Impact of 3.
- **Improvised Weapons (IW or TIW)** – Improvised weapons are those that are not designed as weapons but will work in a pinch. These can be used with one hand, like a pipe, or with two hands, like a baseball bat. Improvised weapons will count one Impact less than the corresponding real weapons.

## HOW TO MELEE

Hand-to-hand combat is carried out in the following manner.

- Each figure in melee starts with d6 equal to their Rep.
- Each figure adds or subtracts d6 when any of the melee modifiers apply.
- Each figure then rolls their d6 discarding any result of 4, 5, or 6.
- Each figure then retains any result of 1, 2, or 3 and re-rolls them.
- This continues until one or both sides have zero d6 left to roll.
- Consult the Melee Combat Table and apply the results.
- When fighting against more than one figure the outnumbered figure must decide how many dice to apply to each attacker.

## CHAIN REACTION 3.0

### Rep

### Melee Combat

*Taken vs. Rep*

- 2d6 if prone or attacked to rear
- 2d6 if retrieving wounded
- 1d6 if have lower Impact weapon

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

*When fighting multiple attackers must divide d6*

*Continue rolling until one side has any successes or all sides have zero successes.*

# Successes	Result
Score 2+ more successes	Enemy Obviously Dead.
Score 1+ more success	Enemy Out of the Fight
No successes scored	Evenly matched. Remain in melee and when active may either break off the melee or continue the melee.

*Example – Billy Pink and Carlos are in melee. Billy has a two handed sword and Carlos a small pipe.*

- *Billy rolls 5d6 for his Rep.*
- *Carlos rolls 4d6 for Rep and –1d6 for having a lower Impact weapon. Carlos will roll 3d6.*
- *Bill rolls a 1, 2, 3,6 and a 6. He keeps the 1, 2, and 3 and tosses the 6 and 6. He will re-roll 3d6.*
- *Carlos rolls a 1, 4 and 6. He keeps the 1 and tosses the 4 and 6. He will re-roll 1d6.*
- *Billy rolls 3d6 and scores a 1, 2 and 6. He keeps the 1 and 1 and tosses the 6. He will re-roll 2d6.*
- *Carlos rolls 1d6 and scores a 1. He will re-roll 1d6.*
- *Billy rolls 2d6 and scores a 1 and 3. He will re-roll 2d6.*
- *Carlos rolls 1d6 and scores a 5. He tosses the 5 and has zero d6 to re-roll.*
- *Billy has won the melee with 2 more successes so Carlos is obviously dead.*

## BREAKING OFF MELEE

Anytime a figure is active it may choose to end the melee and move at least 1" away from the enemy unless blocked by terrain such as when having a back to the wall. Once the melee has been broken off the other side will take an immediate In Sight Test and will immediately carry out the result.

*Example – Carlos and Char both scored zero successes previously so they are locked in melee. Char activates first and breaks off the melee moving 6" away. Carlos takes an In Sight Test and passes 1d6 and can fire at Char but taking a snap fire.*

## RETRIEVING WOUNDED

When a figure is retrieving wounded figures it will behave as follows:

- Any figure may pick up a wounded figure when active and continue moving their remaining distance.
- Any figure that scores a result pass 2d6 or 1d6 and must duck back will retrieve any wounded figure within 4". If it scores a result of pass 0d6 and must duck back it will not retrieve any wounded figures.
- May not fire when retrieving wounded.
- If charged while retrieving wounded will either drop the wounded figure or keep them but will melee at –2d6. If drop wounded must spend next activation picking them up.
- If retrieving wounded may not move faster than normal speed.
- Those retrieving wounded are never outgunned.

*Example – Billy Pink scores a result of duck back by passing 1d6. Char is within 4" of Billy so he is allowed to move to her, pick her up, and then move to cover and duck down even if exceeding his normal move.*

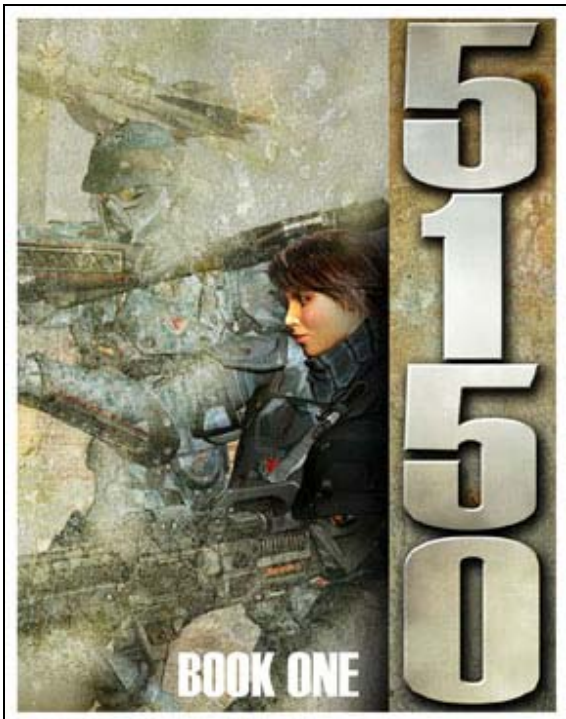
# AFTER THE BATTLE

If you decide that you would like to keep the same characters for more than one battle this is an easy way to see if they recover from wounds. Rolling 2d6 vs. the Rep of each figure that went *out of the fight* and consulting the After The Battle Recovery Table does this.

**2 AFTER THE BATTLE RECOVERY**  
*Taken vs. Rep of all OOF figures*

# Dice Passed	Result
Pass 2d6	All return at normal Rep.
Pass 1d6	All return at -1 to their Rep.
Pass 0d6	OOF become OD while runaways do not return.

*Example – Char went out of the fight and after the game I roll 2d6 to see what happened to her. I roll a 4 and 2 passing 1d6. Char comes back but is now Rep 2.*



# FIGHTING THE BATTLE

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

## SETTING UP 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 of terrain. In this case the board is square but you may be using a rectangle. It doesn't matter just be sure and divide the table into nine equal sections.

1	2	3
4	5	6
7	8	9

2 – Determine the overall terrain type of the battlefield. This can either be chosen based on the actual areas that the forces historically fought over or roll 1d6 counting a score of one, two, or three as clear, four or five as wooded or jungle, and a six for mountainous.

*Example – I have divided the table into nine sections, I roll 1d6 for each section individually. I score four clear sections of terrain, three jungle sections and two mountainous sections.*

## CHAIN REACTION 3.0

# TYPES OF TERRAIN

There are three types of terrain.

**Clear:** This terrain is primarily flat with small sight-obstructing hills and irregular folds in the land.

**Mountainous:** These are legitimate large mountains that hinder or prevent movement through them.

**Wooded:** Although trees may be found almost everywhere, this represents dense wooded areas such as jungles that slow travel and obscure vision.

# HOW MANY PIECES OF TERRAIN?

After you have determined the type of terrain on the battlefield its time to see what the table will look like. Start from section number one and work your way to section number nine.

Roll 2d6 for each section on the Terrain Generator Table. This tells you the terrain that occupies each section.

## 2 TERRAIN GENERATOR TABLE *2d6 added together*

2d6	Clear/Hilly	Mountains	Woods
2	Hill	Impassable	Woods
3	Clear	Woods	Woods (3)
4	Hill	Clear (2)	Wooded Hill
5	Clear	Rough w/ Road	Woods w/ Road
6	Clear w/ Road	Rough	Clear
7	Hill	Impassable	Woods
8	Clear (1)	Rough	Woods
9	Woods	Rough	Wooded Hill
10	Clear	Clear	Clear
11	River	Impassable	Clear w/River
12	Hill	Clear w/River	Woods

(1) There is one (1-2), two (3-4) or three (5-6) buildings present.

(2) There is one (1-5) or two (6) buildings present.

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

*Example – I decide that the terrain of the battlefield will be clear. I then roll 2d6 on the Terrain Generator Table for section one and score a 6. This means I have a road. I then roll a road for section two so the road connects. I roll 1d6 and score a 4, the road goes up and down through the sections.*

# TERRAIN & SCENERY

This section describes general terrain and what effects it may have on your figures. For ideas on terrain and buildings I suggest watching movies of the appropriate genre.

Each terrain piece should be represented by at least a 12" by 12" or 6" x 24" area. The boundary of the terrain area should be easy to distinguish. A piece of felt works well for this purpose. Upon this can be laid trees, rocks, scrub, etc., with the edge of the felt outlining the terrain boundaries. It is also possible to blend terrain, such as a wooded hill. No matter what, make the terrain work for you with whatever you have. The types of terrain are as follows:

**Clear terrain:** Open, empty area with perhaps low-lying bushes that provide concealment but not cover.

**Impassable rock formations:** Base of inaccessible mountains or sheer cliff side. Movement not allowed.

**Wooded area or rough terrain:** Either wooded areas, jungles, or those with broken rocks, etc. across them. Movement reduced to half speed through these areas. Those at the edge of these terrain features count as in cover and *can see and be seen*. Those 1" or farther inside from the edge cannot. Visibility inside these terrain features is limited to 12" in the daytime and 6" at night.

**Definite road:** Obviously well maintained road. Allows for normal movement when placed over and running through other terrain types such as a road going through a hill. Roads run through the center of each section either from left to right (1-3) or up to down (4-6). Whenever roads are called for in adjacent sections they will link up with each other and head in the same direction.

**Hills:** Sight blocking elevations.

**River:** Rivers will 1d6 + 3" wide. You must place a river over an existing piece of terrain such as a river going through a clear area or down a hill. If a river is called for in section 5 then it is a lake instead. In any other section it is placed running from the table edge to the opposite edge of the section. After placing a river roll 1d6. On a 1 or 2 the river is not fordable and a bridge must be placed across it at some point. On a 3 or higher the river is fordable. Forging is performed as follows:

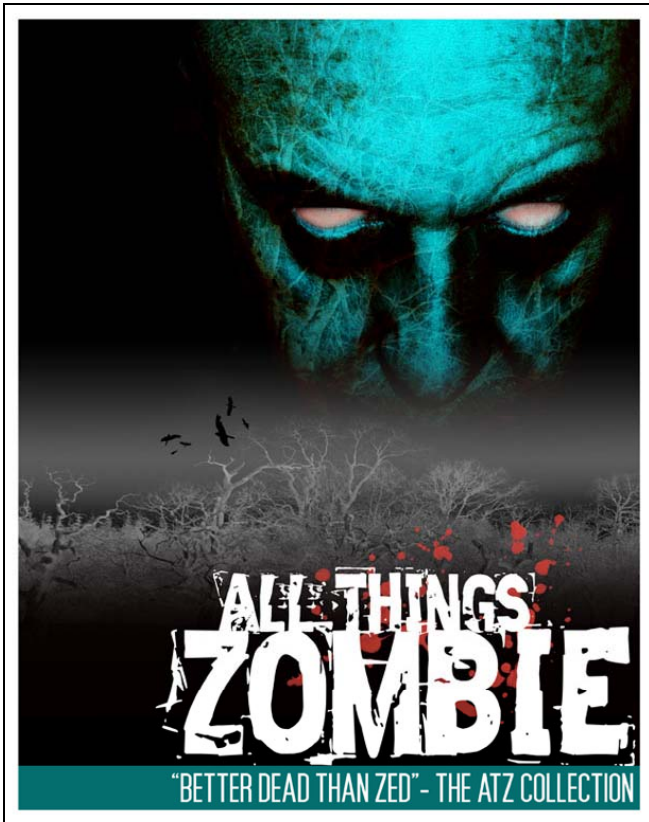
- The group must stop at the riverbank and forfeits any remaining movement.
- Next turn it moves to the middle of the river expending its whole move.
- The third turn it exits out of the river and stops at the opposite riverbank expending its whole move.

## CHAIN REACTION 3.0

- The fourth turn the group moves normally.
- Those in the middle of the river are considered to be in cover.

## GAMING THE STREET WARFARE TABLE

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



## BUILDINGS

The type of material that a building is made from determines its Defensive Value or DV. Here is a list of buildings by DV. *Any building hit by fire by a weapon with a higher Impact than the DV of the building will only count as concealment and not cover.*

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

## BUILDING AREAS

In addition to their DV, each building is also rated as having of one or more *areas*. Model buildings (and real ones too!) come in many shapes and sizes. For game purposes we need to divide buildings into *areas* of roughly 6" x 6". Roughly because if your building is 6" x 8" or even 8" x 8" there is no need to call it more than one area. Additional floors beyond the ground floor areas will also count as additional areas.

Sometimes a building may sustain a catastrophic hit in a building area causing it to collapse. If an area that collapses has another area above it roll 1d6 for that upper area. On a roll of 1-4 the upper section collapses as well. On a 5-6 it does not.

In the event that *all* of the areas on one level of a building have collapsed, we can assume that when the last one of these collapsed all areas above it collapsed as well.

## ENTERING AND EXITING BUILDINGS

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

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

## MOVEMENT INSIDE BUILDINGS

Movement in buildings is at normal speed and always counts cover for any figures that are inside. This does not include those that have entered the building and are considered to have triggered an In Sight test while in the doorway. .

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

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

## CHAIN REACTION 3.0

# THE BATTLES

You've fielded your force, set up the terrain, and chosen the type of battle you wish to fight. So let's get going.

We've served up a great way to get you started. It can be used in rural area for Military Ops or in an urban area for Street Warfare.

## PATROL

We recommend using this for your first battle. In this battle your force is entering enemy territory to scout out the area. Usually the Military will be patrolling an Insurgent area but if you like feel free to reverse the roles.

If the patrol is a success this could lead to a Raid scenario with the patrollers being the aggressors.

### GOAL

- You must scout all the sections of the board and drive away any enemy you meet.

### FORCES

- Your force can be as big or as small as you desire.
- Decide which list the enemy will use. Do not worry about gathering their force as all enemy forces, if any, are determined in the Special Instructions section.

### TERRAIN

- Set up terrain as outlined in the Setting Up Terrain section.

### DEPLOYMENT

- Divide the board into nine equal sized sections as you did when generating terrain.

1	2	3
4	5	6
7	8	9

- Your patrol will enter the board from the edge bordering sections 7, 8, and 9.
- Next roll 1d6. The score indicates which numbered section of the map could contain a Possible Contact or (PEF). PEFS represent the possible location of enemy forces but don't worry; this will be explained in more detail, as you need to know.
- Place an enemy figure of any type in this section of the board to represent the possible PEF. If a terrain feature could block the LOS from your force and the PEF be sure to place the terrain feature to do so. If no such feature is present then place the PEF in the center of that section.
- Repeat this process until you have three PEFS placed on the board. It is possible to have more than one PEF in one section.
- Roll 2d6 for each PEF separately. Take the lower score. The result is the Rep of the PEF that will be used for Activation while they are still PEFS. If doubles are rolled simply count either score.

### SPECIAL INSTRUCTIONS

- Once the terrain has been set and the PEFS generated the battle can begin. Move the patrol onto the board into section 7, 8, or 9 or any combination of them. After the patrol has entered the board Activation is handled normally.

## PEF MOVEMENT

Once the patrol has been placed on the table the PEFS, using the Reps that you generated in the Deployment Section, are handled just like normal groups. When they activate they will move using the PEF Movement Table. Roll 2d6 for each PEF moving from highest to lowest.

## CHAIN REACTION 3.0

<b>2</b>	<b>PEF MOVEMENT TABLE</b> <i>(Taken versus the PEF Rep)</i>
----------	--

# Dice Passed	Result
Pass 2d6	<ul style="list-style-type: none"> <li>• (1-4) PEF will move 16" towards nearest PEF if others on table or split into two PEFS if not. New PEF behaving individually starting with the next Activation.</li> <li>• (5-6) PEF will move 16" towards nearest enemy.</li> </ul>
Pass 1d6	<ul style="list-style-type: none"> <li>• (1-2) PEF will move 8" towards nearest PEF if others on table or split into two PEFS if not. New PEF behaving individually starting with the next Activation.</li> <li>• (3-6) PEF will move 8" towards nearest enemy (3-6).</li> </ul>
Pass 0d6	<ul style="list-style-type: none"> <li>• PEF doesn't move.</li> </ul>

PEFs that move do not suffer any movement penalties.

### RESOLVING PEFS

There are two ways to resolve PEFS. The first is when a friendly group has LOS to a PEF.

- Roll 1d6 and consult the PEF Force Composition Table to see what it is composed of. Be sure to note how many PEFS have previously been resolved and use the corresponding row.

*Example – I enter the board in section 7 and have a clear LOS to a PEF in section 4. It is time to resolve the PEF. How many PEFS have I resolved previously? None, so I will use the "0 PEF" row. I roll 1d6 and score a 5. The result is "C".*

**PEF Force Composition Table**  
Die Score

Previously Resolved PEFS:	1	2	3	4	5	6
0 PEF	A	B	C	C	C	C
1 PEF	A	A	B	B	C	C
2 PEFS	A	A	A	B	B	B
3+ PEFS	B	B	C	C	C	C

- **A: Main Body.** The PEF is replaced by a sizeable amount of troops. Roll 1d6 and add 3, then consult the How Many of Them

Table. In addition, roll another 1d6. On 1–5 you have come across the enemy Leader.

- **B: Stragglers.** The PEF is replaced by a smallish amount of troops. Roll 2d6 and subtract 3, consult the How Many of Them Table. In addition, roll another 1d6. On a result of 1 the enemy Leader leads this small group.
- **C: False alarm.** Don't be so jittery! T'weren't nothing at all, really. *Remove the PEF from play.*

### HOW MANY OF THEM?

Now you know they're there, but you need to know how many of them there are.

#### MILITARY PATROL – HOW MANY OF THEM?

Dice Total	Number of enemy figures
2	They have 1/2 as many figures.
3 - 4	They have one less figure.
5 - 6	They have an equal number of figures.
7 - 8	They have one more figure.
9 - 10	They have ½ as many more figures.
11	They have 2X as many more figures in two groups.
12+	They have 3X as many more figures in three groups.

#### Insurgents Patrol – How Many Of Them?

Dice Total	Number of enemy figures
2 - 4	They have 1/2 as many figures.
5 - 6	They have one less figure.
7 - 8	They have an equal number of figures.
9 - 10	They have one more figure.
11	They have ½ as many more figures in two groups.
12	They have 2X as many more figures in two groups.

### AND WHAT ARE THEY?

After you know how many enemy there are recruit the actual figures from the appropriate army list. Try to place the enemy figures so that the center figure closest to your figure is on the location of the PEF, with the other figures in any reasonable formation based on that figure. Note that when figures are placed on the table the Rep of the PEF is no longer used.

## CHAIN REACTION 3.0

### SCOUTING THE TABLETOP

Now that you know how to resolve the PEFs the next question you have to ask is what about the rest of the table?

Look at the tabletop that you are going to play on. There may be terrain features that the enemy can hide in such as buildings, woods, or behind a hill. Even what you would call *open terrain* still has folds in the ground that can block your line of sight and hide enemy troops. To determine if there *are* enemies lurking in these features we use the following procedure.

- If desired you can detach one figure from each group to use as a scout. This figure can move as far as you wish as long as it remains in LOS of its parent group. If you decide not to use a scout simply count each group as a scout.
- Whenever a scout enters any table section there is a possibility of encountering the enemy. To determine if this section is occupied roll 2d6 versus its Terrain Value and consult the Terrain Scouting Table.

#### 2 TERRAIN SCOUTING TABLE

*Rolled versus the Terrain Value of the section*

Clear TV 1	Impassable TV 0
Wooded or rough TV 4	Hills TV 3

# Dice Passed	Result
Pass 2d6	Enemy found in the section in the closest cover to scout or at maximum distance from scout, based on LOS, if no cover.
Pass 1d6	Enemy found if there's one or more buildings present. Otherwise no enemy in this section
Pass 0d6	No enemy in this section.

*Example – My group moves onto the table into section 7 preceded by one scout. I roll 2d6 versus the Terrain Value of the section. It is a hilly section so has a TV of 3.*

*I score a 1 and a 5, passing 1d6. As there isn't a building in that section there isn't any enemy present.*

### OPTIONAL REINFORCEMENTS

If all players agree before hand, an Activation roll of doubles may herald the arrival of reinforcements.

Immediately re-roll the activation dice to see if the enemy receives reinforcements. If the enemy score is higher, one more PEF enters the table via the enemy table edge (1-3), left flank (4), right flank (5) or friendly board edge (6). This PEF will follow the normal rules for PEF movement and resolution. Roll the dice again to see who receives the next activation.

If the player scores higher then no reinforcements arrive.

Or if you desire there being a chance of reinforcements for both sides then anytime the Activation roll comes up seven the side with the higher die score will receive 1-3 additional figures entering from the table edge that they started from.

## HOW THE ENEMY MOVES

When PEFs are first deployed they will move according to the PEF Movement Table.

When they are resolved and actual figures are placed on the table they will now use the NP Force Movement Table. NP means non-player and are the groups that are not being controlled by another player such as when you play solo or same side. Obviously if playing against another person this section is not used.

When the enemy is active roll 2d6 versus the Rep of the Leader for each group that can activate. Then compare the results on the NP Force Movement Table to see what that group will do.

When a group reaches pass 2d6 it does not have to roll again but instead continues to behave as if they have passed 2d6.

## CHAIN REACTION 3.0

<b>2</b>	<b>NP FORCE MOVEMENT TABLE</b> <i>(Taken versus Rep of the leader)</i>
	<i>+1d6 if the group is in cover</i> <i>+1d6 if the NP side has twice as many figures on the board</i>

# Dice Passed	Result
Pass 2d6	<ul style="list-style-type: none"> <li>• <b>If outnumber the enemy</b> one group will move to position, preferably in cover, to fire while a second group will encircle to the left (1-3) or right (4-6) flank to attack the enemy.</li> <li>• <b>Otherwise</b> will seek cover in range of own weapons to fire at enemy. If enemy <i>retires</i> will follow.</li> </ul>
Pass 1d6	<ul style="list-style-type: none"> <li>• <b>If outnumber the enemy</b> will move to position, preferably in cover, to fire at the enemy.</li> <li>• <b>Otherwise</b> will seek cover and remain in place. If attacked to a flank they will <i>retire</i>.</li> </ul>
Pass 0d6	<ul style="list-style-type: none"> <li>• <b>If outnumber the enemy</b> will seek cover and remain in place. If attacked to a flank they will <i>retire</i>.</li> <li>• <b>Otherwise</b> will <i>halt</i> in place.</li> </ul>

*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 fro high to low and the Rep 5 group goes first. I roll a 3 and a 5. As the group outnumbers me it breaks into two smaller groups, one now led by a Group leader. One group remains in place and fires while the other group works its way along my flank.*

## PATROL EXAMPLE

Here's a step-by-step Patrol example.

- 1 – Choose your force from the appropriate list (page 7)
- 2 – Divide the table into nine sections (page 20).
- 3 – Roll for the general terrain for each section (page 20).
- 4 – Roll for the specific terrain feature in each section using the Terrain generator Table (page 21)
- 5 – Decide if your force will enter the board through section 7, 8, or 9 (page 23).
- 6 – Roll three times for PEFs that will be placed on the table at the start (page 23).

7 – Place a figure to represent each PEF either in the center of the section or behind any terrain piece that will block LOS to your force (page 23).

8 – Roll for the PEF Rep of each PEF (page 23).

9 – Next move your patrol onto section 7, 8, 9 or any combination of those sections (page 23).

10 – Scout the sections that you entered using the Terrain Scouting Table (page 25)

10 – If any PEFs are in LOS of your patrol immediately resolve them using the PEF Composition Table (page 24).

11 – If any PEFs are actually enemy forces determine how many there are using the How Many Are There Table (page 24).

12 – Determine what they are by using the appropriate army list and place them on the table (page 7).

13 – Activation is carried out normally (page 9).

13 – Move the unresolved PEFs (page 24).

14 – Move any actual enemy forces (page 9).

15 – Fight the battle normally following the Turn Sequence (page 10).

## EPILOGUE

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

[www.twohourwargames.com](http://www.twohourwargames.com)

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

Ed

# CHAIN REACTION 3.0

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**NOTES**

# CHAIN REACTION 3.0

2D6	ATTRIBUTES
2	<b>Born Leader:</b> Adds 1d6 to all personal Reaction Tests except for the In Sight and Recover From Knocked Down Tests. Any friendly character within 4" of him will react as the Born Leader does regardless of what their reaction would have actually been.
3	<b>Poser:</b> Will roll only 1d6 when taking the Received Fire Test.
4	<b>Agile:</b> When the character is fast moving he does not suffer any shooting penalties.
5	<b>Slow:</b> Treats a result of pass 2d6 as if pass 1d6 when taking the Fast Move Test.
6	<b>Brawler:</b> Adds 1d6 when in melee.
7	<b>Slow to React:</b> -1 to Rep when taking the In Sight Test.
8	<b>Athlete:</b> Can throw grenades 9" instead of 6".
9	<b>Runt:</b> Minus 1d6 when in melee.
10	<b>Marksman:</b> Will roll 2d6 instead of 1d6 when using a bolt-action rifle, counting the best score, and increasing the weapons range to 60". If firing from a prone position then receives a third d6.
11	<b>Clumsy:</b> When testing to Fast Move if fail with <i>doubles</i> will move 1d6" then fall in place counting as <i>stunned</i> .
12	<b>Nerves of steel:</b> Not subject to Duck Back.

## ORDER OF ACTIVATION

- Highest Rep currently carrying on. If tied then...
  - Those that wish to fire and not move.
  - Those that wish to move then fire.
  - Those recovering from Duck Back.

## INVOLUNTARY MOVEMENT

**Halt** – Cease movement or do not move.

**Duck Back** – Move to nearest cover within 6" whether away or towards the cause of the test. Figures in Duck Back cannot see or be seen by the figure that caused the Duck Back.

**Retire** - Move 12" away to the cover, even if already in cover, away from the enemy causing the test. Remain Hunkered Down until rallied or forced to retire again.

**Hunker Down** –Stay in cover or move to nearest cover. Remain in place not doing anything until rallied. Hunker Down in cover cannot see or be seen by the figure that caused the test.

## REACTION TEST STATUS AND ACTIONS

Here we will explain the terms found on the Reaction Tests Table.

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

- Stunned
- Obviously Dead
- Out of the Fight
- Ducked Back
- Retire
- Hunkered Down

**DUCK BACK** – Move to the nearest cover within 6". This can be in any direction, even forward. If no cover available within 6" then drop prone in place, ending your turn. Figures in Duck Back cannot see or be seen by the cause of the test.

**HALT** – Cease movement or not move at all.

**HUNKER DOWN** –Stay in or move to nearest cover within 12" and do nothing until rallied. Figures that Hunker Down cannot see or be seen by the cause of the test.

**LOSE FOCUS** – Group must immediately roll a Focus Test.

**OBVIOUSLY DEAD** – The wound is so severe it is obvious that the character is dead.

**OUT OF THE FIGHT** – The figure is wounded and cannot continue the battle. He is left on the table and may be retrieved by others.

**RETIRE** - Move to the nearest cover within 6" away from the cause of the test. If no cover available within 6" then drop prone in place, ending your turn. Remain Hunkered Down until rallied or forced to retire again.

**SNAP FIRE** – Stop in place and fire rushing the shot and at full Target rating.

**STUNNED** – Figure may not carry on until next activated.

# CHAIN REACTION 3.0

## REACTION TESTS TABLE

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

Reason	Pass 2d6	Pass 1d6	Pass 0d6
<b>FOCUS TEST *</b>	<ul style="list-style-type: none"> <li>Group fires at or charges the best target group or biggest threat.</li> <li>If no best target group or biggest threat present then fire at or charge closest target group.</li> </ul>	<ul style="list-style-type: none"> <li>Group fires at or charges closest target group.</li> </ul>	<ul style="list-style-type: none"> <li>Each target group in LOS will roll 1d6.</li> <li>The closest target group rolls 2d6 instead.</li> <li>High result is the target group that the group fires at or charges.</li> <li>If ties occur then the closest of the tying target groups is fired at or charged.</li> </ul>
<b>FAST MOVE (LDR)</b>	<ul style="list-style-type: none"> <li>All move up to 2X normal distance.</li> </ul>	<ul style="list-style-type: none"> <li>Those in cover move normal speed.</li> <li>Others move up to 1.5X normal distance.</li> </ul>	<ul style="list-style-type: none"> <li>Those in cover remain in place instead.</li> <li>Others move up to normal distance.</li> </ul>
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<b>RECOVER FROM KNOCK DOWN</b>	<ul style="list-style-type: none"> <li>All are <i>stunned</i>.</li> </ul>	<ul style="list-style-type: none"> <li>All are <i>out of the fight</i>.</li> </ul>	<ul style="list-style-type: none"> <li>All are <i>obviously dead</i>.</li> </ul>

# CHAIN REACTION 3.0

**WEAPONS TABLE**

<i>Ranged Weapons</i>	<i>Range</i>	<i>Targets</i>	<i>Imp</i>
Pistol	12	2	1
BA Pistol	12	2	2
Shotgun	12	3	2
Bolt Action Rifle	48	1	3
Semi-Automatic Rifle	48	2	3
Machine Pistol	12	3	1
Submachine Gun	24	3	1
Assault Rifle	48	3	3
Grenade	6	5" blast circle	2
Squad Automatic Weapon	48	4	3
Grenade Launcher	24	5" blast circle	2
Rocket Launcher	48	5" blast circle	5

## Target Ranged Combat

*1d6 + Rep*

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

<i>1d6 + Rep</i>	<i>Result</i>
<b>3 to 7</b>	<ul style="list-style-type: none"> <li>Miss.</li> </ul>
<b>8</b>	<ul style="list-style-type: none"> <li>Target concealed – miss.</li> <li>Target in cover – miss.</li> <li>Target prone – miss.</li> <li>Target moved fast – miss.</li> <li>Shooter moved fast – miss.</li> <li>Shooter is snap firing - miss.</li> <li>Second or higher target – miss.</li> <li>Otherwise – hit.</li> </ul>
<b>9</b>	<ul style="list-style-type: none"> <li>Target in cover – miss.</li> <li>Shooter moved fast – miss.</li> <li>Shooter is snap firing - miss.</li> <li>Third or higher target – miss.</li> <li>Otherwise – hit.</li> </ul>
<b>10+</b>	<ul style="list-style-type: none"> <li>Hit.</li> </ul>

## 1 Ranged Combat Damage Table

*1d6 per each hit*

<i>Score</i>	<i>Result</i>
<b>"1"</b>	<ul style="list-style-type: none"> <li>Target Obviously Dead</li> </ul>
<b>Impact or less but not a "1"</b>	<ul style="list-style-type: none"> <li>Target is Out of the Fight.</li> </ul>
<b>Higher than Impact</b>	<ul style="list-style-type: none"> <li>Target is Knocked Down and immediately takes Recover From Knocked Down Test.</li> </ul>

## 2 THROWING GRENADE TABLE

*(Taken vs. Rep)*

<i># Dice Passed</i>	<i>Result</i>
Pass 2d6	<ul style="list-style-type: none"> <li>Grenade lands on the nominated spot. Test for damage.</li> </ul>
Pass 1d6	<ul style="list-style-type: none"> <li>If the thrower cannot see the nominated spot, such as behind cover or concealment, the grenade misses. The explosion however causes the target to take a Received Fire test counting outgunned.</li> <li>If the thrower can see the nominated spot or the grenade is being dropped over a wall, rolled into a doorway, or similar it lands on the nominated spot. Test for damage.</li> </ul>
Pass 0d6	<ul style="list-style-type: none"> <li>Oops! Grenade is dropped. All within the blast circle must roll their Rep or less on 1d6 to drop prone. Otherwise roll for damage.</li> </ul>

## Na Outgunned Rankings

*Stars and chargers are never outgunned.*

<i>Outgunned Ranking</i>	<i>Weapon Type</i>
<b>5</b>	Grenades and Rocket Launchers,
<b>4</b>	SAW
<b>3</b>	Target 3 weapons.
<b>2</b>	Target 2 weapons.
<b>1</b>	Target 1 weapons.
<b>0</b>	Those that may not return fire or out of range.

# CHAIN REACTION 3.0

## Rep

### Melee Combat

*Taken vs. Rep*

- 2d6 if prone or attacked to rear
- 2d6 if retrieving wounded
- 1d6 if have lower Impact weapon

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

*When fighting multiple attackers must divide d6*

*Continue rolling until one side has any successes or all sides have zero successes.*

# Successes	Result
Score 2+ more successes	Enemy Obviously Dead.
Score 1+ more success	Enemy Out of the Fight
No successes scored	Evenly matched. Remain in melee and when active may either break off the melee or continue the melee.

## 2

### AFTER THE BATTLE RECOVERY

*Taken vs. Rep of all OOF figures*

# Dice Passed	Result
Pass 2d6	All return at normal Rep.
Pass 1d6	All return at -1 to their Rep.
Pass 0d6	OOF become OD while runaways do not return.

## 2

### TERRAIN SCOUTING TABLE

*Rolled versus the Terrain Value of the section*

Clear TV 1	Impassable TV 0
Wooded or rough TV 4	Hills TV 3

# Dice Passed	Result
Pass 2d6	Enemy found in the section in the closest cover to scout or at maximum distance from scout, based on LOS, if no cover.
Pass 1d6	Enemy found if there's one or more buildings present. Otherwise no enemy in this section
Pass 0d6	No enemy in this section.

## 2

### PEF MOVEMENT TABLE

*(Taken versus the PEF Rep)*

# Dice Passed	Result
Pass 2d6	<ul style="list-style-type: none"> <li>• PEF remains in cover or moves towards nearest cover.</li> </ul>
Pass 1d6	<ul style="list-style-type: none"> <li>• If the PEF is in the open it will move towards nearest PEF (1-2) or cover (3-4) or split into two PEFs (5-6) with each behaving individually starting with the next Activation.</li> <li>• If the PEF is in cover it will remain in place.</li> </ul>
Pass 0d6	<ul style="list-style-type: none"> <li>• PEF remains in place.</li> </ul>

### PEF Force Composition

Die Score

Previously Resolved PEFs:	1	2	3	4	5	6
0 PEF	A	B	C	C	C	C
1 PEF	A	A	B	B	C	C
2 PEF	A	A	A	B	B	B
3+ PEF	B	B	C	C	C	C

- **A: Main Body.** The PEF is replaced by a sizeable amount of troops. Roll 1d6 and add 7, then consult the How Many of Them Table. In addition, roll another 1d6. On 1-5 you have come across the enemy Leader.
- **B: Stragglers.** The PEF is replaced by a smallish amount of troops. Roll 2d6 and consult the How Many of Them Table. In addition, roll another 1d6. On a result of 1 the enemy Leader leads this small group.
- **C: False alarm.** Don't be so jittery! T'weren't nothing at all, really. *Remove the PEF from play.*

## CHAIN REACTION 3.0

### MILITARY PATROL – HOW MANY OF THEM?

Dice Total	Number of enemy figures
2	They have 1/2 as many figures.
3 - 4	They have one less figure.
5 - 6	They have an equal number of figures.
7 - 8	They have one more figure.
9 - 10	They have ½ as many more figures.
11	They have 2X as many more figures in two groups.
12+	They have 3X as many more figures in three groups.

### Insurgents Patrol – How Many Of Them?

Dice Total	Number of enemy figures
2 - 4	They have 1/2 as many figures.
5 - 6	They have one less figure.
7 - 8	They have an equal number of figures.
9 - 10	They have one more figure.
11	They have ½ as many more figures in two groups.
12	They have 2X as many more figures in two groups.

## 2

### NP FORCE MOVEMENT TABLE

*(Taken versus Rep of the leader)*

*+1d6 if the group is in cover*

*+1d6 if the NP side has twice as many figures on the board*

# Dice Passed	Result
<b>Pass 2d6</b>	<ul style="list-style-type: none"> <li>• <b>If outnumber the enemy</b> one group will move to position, preferably in cover, to fire while a second group will encircle to the left (1-3) or right (4-6) flank to attack the enemy.</li> <li>• <b>Otherwise</b> will seek cover in range of own weapons to fire at enemy. If enemy <i>retires</i> will follow.</li> </ul>
<b>Pass 1d6</b>	<ul style="list-style-type: none"> <li>• <b>If outnumber the enemy</b> will move to position, preferably in cover, to fire at the enemy.</li> <li>• <b>Otherwise</b> will seek cover and remain in place. If attacked to a flank they will <i>retire</i>.</li> </ul>
<b>Pass 0d6</b>	<ul style="list-style-type: none"> <li>• <b>If outnumber the enemy</b> will seek cover and remain in place. If attacked to a flank they will <i>retire</i>.</li> <li>• <b>Otherwise</b> will <i>halt</i> in place.</li> </ul>

# CHAIN REACTION 3.0

## REACTION TESTS TABLE

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

Reason	Pass 2d6	Pass 1d6	Pass 0d6
<b>FOCUS TEST *</b>	<ul style="list-style-type: none"> <li>Group fires at or charges the best target group or biggest threat.</li> <li>If no best target group or biggest threat present then fire at or charge closest target group.</li> </ul>	<ul style="list-style-type: none"> <li>Group fires at or charges closest target group.</li> </ul>	<ul style="list-style-type: none"> <li>Each target group in LOS will roll 1d6.</li> <li>The closest target group rolls 2d6 instead.</li> <li>High result is the target group that the group fires at or charges.</li> <li>If ties occur then the closest of the tying target groups is fired at or charged.</li> </ul>
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