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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.

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.