

CHAIN REACTION – RULES 2 GO

START

- Create a Character with 5 Rep and choose your Class/Weapon/Attribute. Alternatively, roll randomly for each.

#	RANDOM ATTRIBUTE – D6
1	SLOW TO REACT: Counts Rep at 1 point lower than actual when shooting <i>if its side won</i> on the Action Table – only for first time firing in this Encounter.
2	TOUGH: Once during each Encounter the Character will treat the first Leave the Battle Board result as a Duck Back result.
3	QUICK REFLEXES: Count Rep at 1 point higher than actual when rolling on the Action table.
4	CRACK SHOT: Roll 3d6 when shooting, counting the best 2d6 results.
5	NERVES OF STEEL: Always the last Character to Leave the Battle Board.
6	RESILIENT: Once during each Encounter will treat its first Out of the Fight result from Shooting as Duck Back or if from Melee, as -1 to Rep.

ENCOUNTERS

1. Cruisin' – Resolve 1/2d6 PEFs to reach next story location.
2. Chillin' – Resolve 1/2d6 PEFs to Interact, Recruit, or get a Job.
3. Confrontation – Resolve 1 + 1/2d6 PEFs and defeat all enemies. Can be Raid, Defend, or neither.
 - Raid – Enemy is always in Cover.
 - Defend – You are always in Cover.

PEF RESOLUTION – REP 4

#D6 PASSED	RESULT
2	<i>Contact!</i> You've come across something. Remove the PEF.
1	<i>Something's out there.</i> Resolve remaining PEFs using 3d6, counting the lowest 2d6 scores. If last PEF and have not resolved anything, count as passing 2d6. Remove the PEF.
0	<i>Nothing to worry about.</i> If last PEF and have not resolved anything, count as passing 2d6. If already resolved at least one PEF as something, then it's nothing, but a bad case of nerves. Remove the PEF.

- How many = your Band + 1/2d6 – 1/2d6

#	1-3	4-5	6
CITIZEN	Citizen	Ganger	Police
GANGER	Ganger	Police	Citizen
MERCENARY	Military	Mercenary	Police
MILITARY	Mercenary	Military	Ganger
POLICE	Ganger	Citizen	Mercenary

- Who = Tables on Page 4. Or, to switch things up for an individual:

#	REP	WEAPON
1, 2 or 3	3	P-1
4 or 5	4	BAP-2
6	5	A-3

ACTION

- 1d6 for Advantage (1,2,3 = yours; 4,5,6 = theirs), then 2d6 for each side.

ATTRIBUTE
QUICK REFLEXES: Count Rep at 1 point higher than actual.

#D6 PASSED	RESULT
More d6	The figures on the side that passed more d6 can: <ul style="list-style-type: none"> • Shoot. • Charge into Melee. • Recover from Duck Back. • Leave the Battle Board.
Same # of d6	Side with the Advantage counts as passing more d6.

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SHOOTING

- 2d6 for each shooter.

ATTRIBUTE
CRACK SHOT: Roll 3d6 when shooting, counting the best 2d6.
SLOW TO REACT: First time firing, if its side won on the Action table, count Rep at 1 point lower than actual.

#D6 PASSED	RESULT
2	Hit all Targets.
1	Miss: <ul style="list-style-type: none"> • If shooter is a Citizen. • If being charged. Chargers continue. • If the target is in Cover. Targets return fire. If already returned fire, Duck Back instead. • If the 2nd or higher target. Targets return fire. If already returned fire, will Duck Back instead. Otherwise: <ul style="list-style-type: none"> • Hit.
0	Miss all Targets: <ul style="list-style-type: none"> • Chargers continue into contact. • Targets return fire.

SHOOTING DAMAGE

- 1d6 per damage for each Character who took damage.

ATTRIBUTE
RESILIENT: Once during each Encounter, treat first Out of the Fight result as Duck Back result instead.

#	RESULT
“6”	Target is Obviously Dead.
Rep or higher, but not a “6”	Target is Out of the Fight.
Lower than Rep	Target Ducks Back.

MELEE

- 2d6 for each Melee combatant.

ATTRIBUTE
RESILIENT: Once during each Encounter, treat first Out of the Fight result as -1 Rep result instead.
RAGE: +1d6
RUNT: -1d6

#D6 PASSED	RESULT
Passed 2d6 more	If winner using a Lethal Weapon – Loser is Obviously Dead. Otherwise, Loser is Out of the Fight.
Passed 1d6 more	If winner using a Lethal Weapon – Loser goes Out of the Fight. Otherwise, Loser suffers -1 to Rep. Fight another round of melee.
Passed same	Both suffer -1 to Rep. Fight another round of melee.

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WILL TO FIGHT

- 2d6 for the Leader of each side.

<i>ATTRIBUTE</i>
COWARD: Will always be the first to Leave the Battle Board regardless of Rep or situation.
NERVES OF STEEL: Always the last Character to Leave the Battle Board.
TOUGH: Once during each Encounter the Character will treat the first Leave the Battle Board result as a Duck Back result.

<i>#D6 PASSED</i>	<i>RESULT</i>
2	If more than 50% Out of the Fight, Obviously Dead, or Left the Battle Board, count as passing 1d6. Otherwise, carry On.
1	CITIZENS – Leave the Battle Board. GANGERS – Two figures Leave the Battle Board. MILITARY OR MERCENARIES – One figure Leaves the Battle Board. POLICE – One figure Leaves the Battle Board. <i>Duck Backs will leave first.</i> <i>Then lowest Rep will leave. If Reps are tied, roll randomly.</i>
0	Whole side Leaves the Battle Board.

RECOVERY

- 2d6 for each recovering Character.

<i>#D6 PASSED</i>	<i>RESULT</i>
2	Character returns to the Band.
1	Character returns to the Band at -1 to Rep, but no lower than 3.
0	Character does not return to the Band.

INTERACTION

- 2d6 for each side.

<i>#D6 PASSED</i>	<i>RESULT</i>
Passed more d6	NPC gives you a favorable result. Gain 1 Increasing Rep d6. If attempt Further Interaction and succeed, can be Recruited or give a Job. Gain 1 additional Increasing Rep d6.
Passed same	NPC ignores you.
Passed fewer d6	NPC gives you an unfavorable result. Gain 1 Decreasing Rep d6. If attempt Further Interaction and fail, you gain 1 additional Decreasing Rep d6.

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CITIZENS

#	TYPE	REP	WEAPON
1	Leader	4	P-1
2	Grunt	4 ⁽¹⁾	P-1
3	Grunt	3	Unarmed
4	Grunt	3	Unarmed
5+	Grunt	3	Unarmed

(1) Chance (1 – 4) of Rep 3.

GANGERS

#	TYPE	REP	WEAPON
1	Leader	5 ⁽¹⁾	A-3
2	Grunt	4	A-3
3	Grunt	4	BAP-2
4	Grunt	4 ⁽²⁾	BAP-2
5+	Grunt	3	BAP-2

(1) Chance (1 – 3) of Rep 4. (2) Chance (1 – 3) of Rep 3.

POLICE

#	TYPE	REP	WEAPON
1	Leader	5 ⁽¹⁾	BAP-2
2	Grunt	4	BAP-2
3	Grunt	4	A-3
4	Grunt	4	BAP-2
5+	Grunt	4	BAP-2

(1) Chance (1 – 2) of Rep 4.

MERCENARIES

#	TYPE	REP	WEAPON
1	Leader	5 ⁽¹⁾	A-3
2	Grunt	4	A-3
3	Grunt	4	A-3
4	Grunt	4 ⁽²⁾	BAP-2
5+	Grunt	3	BAP-2

(1) Chance (1 – 2) of Rep 4. (2) Chance (1 – 2) of Rep 3.

MILITARY

#	TYPE	REP	WEAPON
1	Leader	5 ⁽¹⁾	A-3
2	Grunt	4	A-3
3	Grunt	4	A-3
4	Grunt	4 ⁽²⁾	A-3
5+	Grunt	3	A-3

(1) Chance (1 – 2) of Rep 4. (2) Chance (1 – 2) of Rep 3.

DEFAULT ATTRIBUTES:

- **CITIZEN** – Slow to React
- **GANGER** – Tough
- **POLICE** – Nerves of Steel
- **MERCENARY** – Quick Reflexes
- **MILITARY** – Crack Shot