

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

Rotate between Voluntary and Involuntary Encounters.

VOLUNTARY: Choose between Chillin', Defend, Raid, and Confrontation.

INVOLUNTARY: Roll 1/2d6:

1. Cruisin' – Resolve 1/2d6 PEFs to reach next story location.
 - Reroll for destination, counting another result of 1 as Confrontation.
2. Chillin' – Resolve 1/2d6 PEFs to Interact, Recruit, or get a Job.
 - PEF Resolution always results in Contact.
 - All NPCs are friendly unless you roll Unfavorable Interaction result.
3. Confrontation – Resolve 1 + 1/2d6 PEFs and defeat all enemies. Reroll for Raid, Defend, or neither.
 1. Raid – Enemy is always in Cover.
 2. Defend – You are always in Cover.
 3. Confrontation – Neither side guaranteed Cover.

PEF RESOLUTION – REP 4

#D6 PASSED	RESULT
2	Contact! You've come across something. Remove the PEF.
1	Something's out there. 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	Nothing to worry about. 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.

CLUES

- Before starting a Voluntary Encounter, roll 2d6 versus **number of Clues** to locate a specific target (e.g. an important NPC or a valuable stash).
- If located, you can use your Vol Encounter to immediately go to the target.
- Use whatever Encounter is appropriate (e.g. Confrontation for a hostile NPC or Chillin' for a friendly one).

#D6 PASSED	RESULT
2	Success! You've located the target. Can use a Vol Encounter to go to target.
1	Reroll. If pass 1d6 again, count as pass 0d6.
0	Found nothing.

- To find new clues, roll 2d6 versus your **Rep** after winning any Encounter.
- Decide who or what you want to find before you roll.
- You can track clues for multiple targets.

#D6 PASSED	RESULT
2	Success! You've found a Clue (maximum 5). Roll 2d6 versus Clues to locate the target
1	Reroll. If pass 1d6 again, count as pass 0d6.
0	Found nothing.

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- How many = Roll 1/2d6:
 - 1 = One less than your Band (minimum 1).
 - 2 = Same number as your Band.
 - 3 = One more than your Band.

#	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 = **Class Tables** – 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

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

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

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”	<i>Target is Obviously Dead.</i>
Rep or higher, but not a “6”	<i>Target is Out of the Fight.</i>
Lower than Rep	<i>Target Ducks Back.</i>

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	<i>Hit all Targets.</i>
1	<i>Miss:</i> <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. <i>Otherwise:</i> <ul style="list-style-type: none"> Hit.
0	<i>Miss all Targets:</i> <ul style="list-style-type: none"> Chargers continue into contact. Targets return fire.

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MELEE

- 2d6 for each Melee combatant.

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

#D6 PASSED	RESULT
Passed 2d6 more	<i>If winner scored “doubles”</i> – Loser is Obviously Dead. <i>Otherwise</i> – Loser is Out of the Fight.
Passed 1d6 more	<i>Winner rolls 1d6 versus the Rep of the loser.</i> <ul style="list-style-type: none"> • <i>If equal or higher</i> – Out of the Fight. • <i>If lower</i> – Suffer -1 to Rep. Immediately fight another round of melee.
Passed same	<i>Both suffer -1 to Rep.</i> Fight another round of melee.

RECOVERY

- 2d6 for each recovering Character.

#D6 PASSED	RESULT
2	<i>Character returns to the Band.</i>
1	<i>Recovered Out of the Fights</i> will return to the Band. <i>Unrecovered Out of the Fights</i> are Captured. <i>Those not ordered to, but Left the Battle Board,</i> will not return to the Band.
0	<i>Character does not return to the Band.</i>

WILL TO FIGHT

- 2d6 for the Leader of each side.

ATTRIBUTE
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.

#D6 PASSED	RESULT
2	<i>All</i> – If more than 50% Out of the Fight, Obviously Dead, or Left the Battle Board, count as passing 1d6. <i>Otherwise</i> - Carry On.
1	<i>Citizens</i> – Leave the Battle Board. <i>Gangers</i> – Two figures Leave the Battle Board. <i>Military or Mercenaries</i> – One figure Leaves the Battle Board. <i>Police</i> – 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.

INTERACTION

- 2d6 for each side.

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

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CAMPAIGN MORALE

To fight a campaign, your side and their side each start with 5 Campaign Morale.

After every Confrontation/Raid/Defend Encounter:

- Each side starts with 2d6.
 - Victor gets +1d6.
- Roll versus Campaign Morale and adjust for results.
- First side to reach 0 Campaign Morale loses.

#D6 PASSED	RESULT
Passed more d6	<i>Enemy Campaign Morale -1 per d6 passed more.</i>
Passed same	<i>No change.</i>
Passed fewer d6	<i>Your Campaign Morale -1 per d6 passed fewer.</i>

REPLACEMENTS

If you lose Band members and want to roll for organizational replacements:

- After end of Encounter, roll:
 - 1d6 versus Leader Rep (or 4 if Leader is dead).
 - 1d6 versus Campaign Morale.
- For each replacement, roll 1d6 on the appropriate Class list or use the individual table on Page 2.

#D6 PASSED	RESULT
2	<i>If over ½ strength:</i> +1 Band replacements <i>If at or below ½ strength:</i> Full Band replacements
1	<i>If over ½ strength:</i> No replacements <i>If at or below ½ strength:</i> +1 Band replacements
0	<i>If over ½ strength:</i> No replacements <i>If at or below ½ strength:</i> No replacements