

## CHAIN REACTION: MARTIAL ARTS – RULES 2 GO

### START

- Create a martial arts expert with Rep 7.
- Choose a Class, roll for a random Attribute, then choose a second Attribute.
- Remember: When rolling against Rep, 6 always fails!

### ATTRIBUTES

Random Attribute: 1d6 for Table, then 1d6 for Attribute.

#	ATTRIBUTES – TABLE 1
1	<b>COWARD:</b> Always the first Character to Leave the Battle Board regardless of Rep or situation.
2	<b>POSER:</b> Always the first Character to Leave the Battle Board after all Cowards have left.
3	<b>CLUMSY:</b> Count Rep at 1 point lower than actual on the Stealth Table. Also count -1 Rep penalty when taking Physical Challenge.
4	<b>SPRAY AND PRAY:</b> Count Rep at 1 point lower than actual on the Shooting Table.
5	<b>DIM:</b> Counts a -1d6 when Interacting
6	<b>RUNT:</b> Counts a -1d6 penalty when in melee.

#	ATTRIBUTES – TABLE 2 OR 3
1	<b>TAI CHI:</b> Once per Melee, ignores the first -1 to Rep suffered on the Melee Table.
2	<b>KRAV MAGA:</b> For each enemy, first -1 Rep delivered on Melee Table is doubled to -2 Rep.
3	<b>JIU JITSU:</b> Every time you deliver Out of the Fight or Obviously Dead damage on Melee Table, you gain +1 Rep for duration of Kung Fu Action. Can exceed maximum Rep by 1.
4	<b>MUAY THAI:</b> Can re-roll Kung Fu Action Test and count the best result.
5	<b>WING CHUN:</b> Negates the Runt penalty. Also for the first round of each Melee, counts a +1d6 bonus on Melee Table
6	<b>RAGE:</b> For the first round of each Melee, counts a +1d6 bonus on the Melee Table.

#	ATTRIBUTES – TABLE 4 OR 5
1	<b>AGILE:</b> Once during each Encounter, ignore the first -1 to Rep suffered from Shooting Damage. Also counts a +1 to Rep when taking a Physical Challenge.
2	<b>CRUEL:</b> Counts a +1d6 bonus when Interacting with Characters of an equal or lower Rep.
3	<b>NERVES OF STEEL:</b> Always the last Character to Leave the Battle Board.
4	<b>CHARISMATIC:</b> Counts a +1d6 when Interacting with Characters with a lower Rep.
5	<b>SMOOTH:</b> Can re-roll any 1d6 when Interacting.
6	<b>TOUGH:</b> Once during each Encounter the Character will treat the first Leave the Battle Board result as a Carry On result.

#	ATTRIBUTES – TABLE 6
1	<b>BORN LEADER:</b> Rolls 3d6 counting the lowest 2d6 results on the Will to Fight Table.
2	<b>STEALTHY:</b> Opponent counts Rep at 1 point lower than actual when rolling on the Stealth Table. When alone, opponents count scores at 1 lower than actual on the Kung Fu Action Table.
3	<b>HARD AS NAILS:</b> Once during each Encounter will treat its first Obviously Dead result as Out of the Fight instead.
4	<b>CRACK SHOT:</b> Roll 3d6 when shooting, counting the best 2d6 results.
5	<b>QUICK REFLEXES:</b> Count Kung Fu Action score at 1 higher than actual.
6	<b>RESILIENT:</b> Once during each Encounter will treat its first Out of the Fight result as -1 to Rep.

### STARPOWER

When you take damage, you can roll up to your Rep in d6 to try and reduce it:

- (1 – 3): Reduce damage by 1 step and lose this d6 for the rest of the Encounter.
  - Obviously Dead > Out of the Fight > -1 Rep > Carry On
- (4 – 6): Fail to reduce damage.

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- **How Many?** = 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
<i>CITIZEN</i>	Citizen	Ganger	Police
<i>GANGER</i>	Ganger	Police	Citizen
<i>MERCENARY</i>	Military	Mercenary	Police
<i>MILITARY</i>	Mercenary	Military	Ganger
<i>POLICE</i>	Ganger	Citizen	Mercenary

- **Who Are They?** = 1d6 for Class
  - 1/2d6 for Leader and go down the list to fill out the rest of the Band.
  - Alternatively, 1d6 each for Rep and Attribute for each member.

### CITIZENS

#	TYPE	REP	ATTRIBUTE
1	Leader	5	RANDOM
2	Grunt	4	RANDOM
3	Grunt	4 <sup>(1)</sup>	RANDOM
4	Grunt	3	RANDOM
5+	Grunt	3	RANDOM

(1) Chance (1 – 4) of Rep 3.

### GANGERS

#	TYPE	REP	ATTRIBUTE
1	Leader	5 <sup>(1)</sup>	QUICK REFLEXES + P-1
2	Grunt	4	RESILIENT
3	Grunt	4	TAI CHI
4	Grunt	4 <sup>(2)</sup>	TAI CHI
5+	Grunt	3	TAI CHI

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

### POLICE

#	TYPE	REP	ATTRIBUTE
1	Leader	5 <sup>(1)</sup>	QUICK REFLEXES + P-1
2	Grunt	4	RESILIENT + P-1
3	Grunt	4	KRAV MAGA + P-1
4	Grunt	4	KRAV MAGA
5+	Grunt	4	KRAV MAGA

(1) Chance (1 – 2) of Rep 4.

### MERCENARIES

#	TYPE	REP	ATTRIBUTE
1	Leader	5 <sup>(1)</sup>	CRACK SHOT + P-1
2	Grunt	4	QUICK REFLEXES + P-1
3	Grunt	4	RESILIENT + P-1
4	Grunt	4 <sup>(2)</sup>	SPRAY AND PRAY + P-1
5+	Grunt	3	SPRAY AND PRAY + P-1

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

### MILITARY

#	TYPE	REP	ATTRIBUTE
1	Leader	5 <sup>(1)</sup>	RAGE + P-1
2	Grunt	4	CRACK SHOT + P-1
3	Grunt	4	QUICK REFLEXES + P-1
4	Grunt	4 <sup>(2)</sup>	RESILIENT + P-1
5+	Grunt	3	RESILIENT + P-1

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

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### KUNG FU ACTION

- 1d6 for each Character involved in the fight. Read result as rolled for Kung Fu Action sequence.
- Highest scoring figure Activates first and lowest scoring figure Activates last, rolling off ties.
- Move Active figure into contact with up to three enemy figures of choice, initiating Melee.
  - If figure has a gun (P-1) they can shoot at one target instead of moving into Melee.
  - Figures with guns Return Fire when charged.
- Once Melee is fully resolved, next highest scoring Figure moves.
- Continue process until only one side is left standing.
- If last figure finishes activation and both sides still have figures standing, take Will to Fight test and roll again for Kung Fu Action sequence.
- Any Rep lost during Melee stays until all fights and Kung Fu Action sequences are resolved. Then all Reps return to normal.

ATTRIBUTE
<b>QUICK REFLEXES:</b> Count score at 1 higher than actual.
<b>MUAY THAI:</b> Can re-roll and count the best result.
<b>STEALTHY:</b> When alone, opponents count scores at 1 lower than actual.

D6 SCORE	RESULT
Higher d6	Figure Activates and can: <ul style="list-style-type: none"> <li>• Shoot.</li> <li>• Charge into Melee.</li> <li>• Leave the Battle Board.</li> </ul>
Same d6	Reroll. Loser is lower on Kung Fu Action sequence than winner, but not below figures it already beat.
Lower d6	Figures with guns can return fire. Otherwise, must wait for turn in sequence to act.

### MELEE

2d6 for each Melee combatant.

ATTRIBUTE
<b>HARD AS NAILS:</b> Once during each Encounter, treat first Obviously Dead result as Out of the Fight instead.
<b>RESILIENT:</b> Once during each Encounter, treat first Out of the Fight result as -1 Rep result instead.
<b>RAGE:</b> +1d6 to first round of every Melee.
<b>RUNT:</b> -1d6
<b>WING CHUN:</b> Negates Runt and adds +1d6 to first round of every Melee.
<b>TAI CHI:</b> Once per Melee, ignores the first -1 to Rep suffered.
<b>KRAV MAGA:</b> For each enemy, first -1 Rep delivered is doubled to -2 Rep.
<b>JIU JITSU:</b> Every time you deliver Out of the Fight or Obviously Dead damage, you gain +1 Rep for duration of Kung Fu Action. Can exceed maximum Rep by 1.

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

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### SHOOTING

2d6 for each shooter.

<i>ATTRIBUTE</i>	
<b>CRACK SHOT:</b> Roll 3d6 when shooting, counting the best 2d6.	
<b>SPRAY AND PRAY:</b> Count Rep at 1 point lower than actual when shooting.	
<i>#D6 PASSED</i>	<i>RESULT</i>
2	<b>Hit Target:</b> <ul style="list-style-type: none"> <li>If being charged, chargers who survive received damage continue into contact.</li> </ul>
0 or 1	<b>Miss:</b> <ul style="list-style-type: none"> <li>If being charged, chargers continue into contact.</li> <li>Targets return fire if they have a gun. If already returned fire or has no gun, Carry On instead.</li> </ul>

### SHOOTING DAMAGE

1d6 for each Character who took damage.

<i>ATTRIBUTE</i>	
<b>HARD AS NAILS:</b> Once during each Encounter, treat first Obviously Dead result as Out of the Fight instead.	
<b>RESILIENT:</b> Once during each Encounter, treat first Out of the Fight result as -1 Rep instead.	
<b>AGILE:</b> Once during each Encounter, ignore the first -1 to Rep suffered from Shooting Damage.	

<i>#</i>	<i>RESULT</i>
“6”	<b>Target is Obviously Dead.</b>
Rep or higher, but not a “6”	<b>Target is Out of the Fight.</b>
Lower than Rep	<b>Target suffers -1 Rep.</b>

### WILL TO FIGHT

2d6 for the Leader of each side.

<i>ATTRIBUTE</i>	
<b>BORN LEADER:</b> Rolls 3d6 counting the lowest 2d6 results.	
<b>COWARD:</b> Will always be the first to Leave the Battle Board regardless of Rep or situation.	
<b>POSER:</b> Always the first Character to Leave the Battle Board after all Cowards have left.	
<b>NERVES OF STEEL:</b> Always the last Character to Leave the Battle Board.	
<b>TOUGH:</b> Once during each Encounter the Character will treat the first Leave the Battle Board result as a Carry On result.	

<i>#D6 PASSED</i>	<i>RESULT</i>
2	<b>All</b> – If more than 50% Out of the Fight, Obviously Dead, or Left the Battle Board, count as passing 1d6. <b>Otherwise</b> - Carry On.
1	<b>Citizens</b> – Leave the Battle Board. <b>Gangers</b> – Two figures Leave the Battle Board. <b>Military or Mercenaries</b> – One figure Leaves the Battle Board. <b>Police</b> – One figure Leaves the Battle Board. <i>Lowest Rep will leave first. 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	<b>Character returns to the Band.</b>
1	<b>Recovered Out of the Fights</b> will return to the Band. <b>Unrecovered Out of the Fights</b> are Captured. <b>Those not ordered to, but Left the Battle Board</b> , will not return to the Band.
0	<b>Character does not return to the Band.</b>

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### 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 Clue. 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.

### STEALTH

- 2d6 for sneaking Character and 2d6 for enemy Leader.
- If you have Band members with you, each must roll separately against enemy Leader.
- If you succeed and a Band member fails, cut them loose or join the fight.

ATTRIBUTE
<b>STEALTHY:</b> Opponent counts its Rep at 1 point lower than actual.
<b>CLUMSY:</b> Count Rep at 1 point lower than actual.

#D6 PASSED	RESULT
More d6	Success! Avoided detection.
Same # of d6	<i>If opponent Citizens, Gangers, or Police:</i> Success! Avoided detection. <i>If opponent Mercenaries or Military:</i> Failure! Go to the Action table.
Fewer d6	Failure! Go to the Action table.

### INCREASING/DECREASING REP D6

- After every month (2 Encounters) roll the sum of Increasing and Decreasing Rep d6.
  - Increasing and Decreasing Rep d6 cancel each other out.
- If any Increasing Rep d6 rolls are “6” increase your Rep or a Skill by 1 point.
- If any Decreasing Rep d6 rolls are “1” decrease your Rep or a Skill by 1 point.

#### INCREASING REP D6

EVENT	D6 GAINED
<i>Damage</i> – Each opponent that your side caused to go Out of the Fight, Obviously Dead or captured.	1
<i>Interaction</i> – A positive interaction with an NPC.	Varies
<i>Miscellaneous</i> – Any additional Increasing Rep d6 not on this table.	Varies

#### DECREASING REP D6

EVENT	D6 GAINED
<i>Leave the Battle Board</i> – If you left the Battle Board in defeat.	1
<i>Band Member Left Behind</i> – Each Out of the Fight Band member left behind when leaving the Battle Board.	1
<i>Interaction</i> – A negative interaction with an NPC.	Varies
<i>Cut Loose</i> – If you cut loose a Band member.	1
<i>Star Power</i> – Each time you reduced damage with Star Power.	1
<i>Sweet Talk</i> – Each additional d6 used when Interacting with an NPC.	1
<i>Upkeep</i> – At the start of each Week, each Band member including yourself.	1

## CHAIN REACTION: MARTIAL ARTS – RULES 2 GO

### ENCOUNTERS

Rotate between Voluntary and Involuntary Encounters.

**VOLUNTARY:** Choose between Cruisin', Chillin', 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.

### PEF RESOLUTION – REP 4

#D6 PASSED	RESULT
2	<b>Contact!</b> You've come across something. Remove the PEF.
1	<b>Something's out there.</b> 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	<b>Nothing to worry about.</b> 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 you can try to locate a specific target such as the Big Bad, another important NPC, or a valuable stash.

- 2d6 versus **number of Clues**.
- 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	<b>Success!</b> You've located the target. Can use a Vol Encounter to go to target.
1	<b>Reroll.</b> If pass 1d6 again, count as pass 0d6.
0	<b>Found nothing.</b>

To find a clue:

- 2d6 versus 5 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	<b>Success!</b> You've found a Clue (maximum 5). Roll 2d6 versus Clues to locate the target
1	<b>Reroll.</b> If pass 1d6 again, count as pass 0d6.
0	<b>Found nothing.</b>

## ***CHAIN REACTION: MARTIAL ARTS – RULES 2 GO***

### ***CAMPAIGN MORALE***

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

- The enemy side is led by a Big Bad who must be defeated to win the campaign.
- Start the campaign by using the Big Bad Table to create him/her.
- You can force the Big Bad into a Confrontation after you reduce their Campaign Morale to 0 or use Clues to successfully locate them.

After every Confrontation Encounter:

- Each side starts with 2d6.
  - Victor gets +1d6.
- Roll versus Campaign Morale and adjust for results.
- If your side reaches 0 Campaign Morale you lose.
- If the enemy side reaches 0 Campaign Morale, the Big Bad can be fought in a Confrontation.

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

### ***BIG BAD***

The Big Bad is a martial arts expert with skills comparable to yours. He or she must be defeated to win a campaign.

1d6 each for Class, Rep, and Attribute.

<i><b>#</b></i>	<i><b>CLASS</b></i>	<i><b>REP</b></i>	<i><b>ATTRIBUTE</b></i>
1, 2, or 3	Ganger	6	<b>RESILIENT</b>
4 or 5	Police	7	<b>RAGE</b>
6	Mercenary	8	<b>KRAV MAGA</b>

After locating the Big Bad with Clues or reducing their Campaign Morale to 0:

- Start a Confrontation Encounter.
- The final PEF is always the Big Bad.
- Roll normally for How Many.
  - If the Big Bad has bodyguards, refer to the appropriate Class table and start with Row 1.
- If the Big Bad escapes in a Will to Fight test, use another Confrontation Encounter to take another shot at him/her.

### ***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.

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