

CHAIN REACTION – BLOOD HORIZON

Contents

Chain Reaction – Blood Horizon.....	4	Sweet Talk.....	9
Introduction.....	4	Further Interaction.....	9
Game Overview.....	4	Cutting Out From the Herd.....	9
Needed to Play.....	4	Combat Rules.....	10
The Dice – D6.....	4	Leaders.....	10
Figures or Counters.....	4	Leader Function.....	10
On the Battle Board.....	5	The Battle Board.....	10
Using the Tables.....	5	Turn Sequence.....	10
Defining Characters.....	5	Active.....	10
Star or Grunt.....	5	Shooting.....	11
Star Advantages.....	5	Cover.....	11
Star Power.....	5	Targeting.....	11
Extraordinary Effort.....	6	When You Can Shoot.....	11
Free Will.....	6	How to Shoot.....	11
Class.....	6	Shooting Damage.....	11
What Class Are You?.....	6	Duck Back.....	12
Attributes.....	6	Return Fire.....	12
Stars.....	6	Damage.....	12
Grunts.....	6	Obviously Dead.....	12
Random Attributes.....	6	Out of the Fight.....	12
Reputation.....	7	-1 to Rep.....	12
Rep d6.....	7	Melee.....	13
Increasing Rep d6.....	7	Lethal or Non-Lethal Melee.....	13
Decreasing Rep d6.....	7	Charge into Melee.....	13
Increasing and Decreasing Skills.....	7	Recovering Out of the Fights.....	13
Lifetime Rep d6 Total.....	7	Will to Fight.....	13
Skills.....	8	Recovery.....	14
People (Pep).....	8	Campaign Start.....	14
Savvy (Sav).....	8	Chester Chase.....	14
How Proficient?.....	8	Starting Your Campaign.....	14
Weapons.....	8	The Satchel.....	14
Who Has What?.....	8	Gun Store.....	14
Recruiting Your Band.....	8	Campaign Sequence.....	15
Band Availability.....	9	During Each Week.....	15
Interaction.....	9	Campaign Movement.....	15
		Random Encounters.....	15
		NPC Movement.....	15

CHAIN REACTION – BLOOD HORIZON

Assassin Campaign Movement.....	16	Deployment	20
Goon Squad Campaign Movement	16	Special Instructions.....	20
Goon Squad Casualty Replacement	16	How Many of Them?.....	20
Goon Squad and Assassin Clash	16	Who Are They?	20
PEFs.....	16	Citizen (1 – 2).....	21
PEFs on Tabletop.....	16	Outlaw (3 – 4).....	21
Resolving PEFs.....	16	Hired Goon (5 – 6).....	21
How Many of Them?.....	16	Hold Up (3).....	21
Who Are They?.....	17	Objective.....	21
Citizen (1 – 3)	17	Forces	21
Outlaw (4 – 5).....	17	Deployment	21
Hired Goon (6).....	17	Special Instructions.....	21
Assassin (Special)	17	How Many of Them?.....	21
Want to Find Someone?.....	17	Who Are They? – Hold Up.....	21
Friends or Foes?.....	17	Outlaw	21
Challenge	18	The Hold Up	22
NPC Challenge	18	Pursuit (4)	22
Encounters	18	Objective.....	22
Chillin’ (1)	18	Forces	22
Objective.....	18	Deployment	22
Forces.....	18	Special Instructions.....	22
Deployment.....	18	Forming the Posse	22
Special Instructions.....	19	Who Are They? – Pursuit	22
Gun Store	19	Outlaw (1 – 2).....	22
Hired Hands	19	Hired Goon (3 – 6).....	22
Hold Up after Chillin’	19	The Pursuit.....	22
PEFs – Day and Night.....	19	Defend (5).....	23
How Many of Them?.....	19	Objective.....	23
Who Are They?.....	19	Forces	23
Citizen (1 – 3)	19	Deployment	23
Outlaw (4 – 5).....	19	Special Instructions.....	23
Hired Goon (6).....	20	How Many of Them?.....	23
Shootout in Town!	20	Who Are They? – Defend.....	23
Stealth	20	Outlaw (1 – 2).....	23
On the Run (2)	20	Hired Goon (3 – 6).....	23
Objective.....	20	Ambush – Outlaw Gang (6).....	24
Forces.....	20	Objective.....	24

CHAIN REACTION – BLOOD HORIZON

Forces.....	24	Tabletop Movement.....	28
Deployment.....	24	Turn Sequence	28
Special Instructions	24	Contact!	28
How Many of Them?.....	24	Involuntary Movement	29
Who Are They? – Outlaw Gang	24	Tabletop Combat, Etc.	29
Outlaw.....	24	Challenge	30
Ambush – Goon Squad	24	NPC Interaction	30
Objective.....	24	Action	31
Forces.....	24	Shooting.....	31
Deployment.....	24	Shooting Damage	31
Special Instructions	24	Melee	32
How Many of Them?.....	24	Will to Fight	32
Who Are They? – Goon Squad	24	Recovery.....	32
Hired Goon	24	Campaign Movement.....	33
Ambush – Assassin.....	25	Buy and Sell	33
Objective.....	25	Hired Hands.....	33
Forces.....	25	Random Encounters.....	33
Deployment.....	25	Goon Squad Replacements	33
Special Instructions	25	Stealth.....	34
How Many of Them?.....	25		
Who Are They? – Assassin.....	25		
Assassin	25		
Give Up the Satchel	25		
Campaign Map.....	26		
Tabletop Style	27		
The Table – How Large?	27		
Terrain.....	27		
Terrain Types	27		
Clear.....	27		
Hill	27		
Buildings.....	27		
Wooded and Rough Terrain.....	27		
Buildings.....	27		
Entering and Exiting	27		
Combat.....	27		
Shooting From Buildings	27		
Shooting at Occupants	27		

CHAIN REACTION – BLOOD HORIZON

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Blood Horizon is a standalone *Chain Reaction* scenario inspired by the Cormac McCarthy novel *No Country for Old Men*.

“What’s the most you’ve ever lost in a dice roll?”

INTRODUCTION

You’re down on your luck. Hunting for food, trying to survive, not really sure of the exact year these days.

That’s when you discover the shootout – or what’s left of it. You come across a campsite in the plains strewn with bullet-riddled corpses. There’s nobody left alive as far as you can tell.

A trail of bootprints lead away from the carnage into the wilderness. You stumble across the remains of the last man standing. Wounded, he crawled under the shade of a barren tree and died clutching a hefty leather satchel.

To your disbelief, the satchel is filled with stacks of cash. You grab it and run, unknowingly sparking a disastrous chain of events that catches the attention of every gang in the country.

GAME OVERVIEW

In this scenario, you move across a Campaign Map (page 26) representing North America while dodging enemy ambushes at every corner.

Multiple hostile groups pursue you across the map: Two groups of Hired Goons and a Deadly Assassin. The Hired Goons comb the map and occasionally pursue you, while the Assassin relentlessly chases you down.

With a bit of luck and finesse you can lure them into fighting each other – but screw up and you’ll find yourself facing overwhelming odds.

There is no endgame except to survive as long as you can. Otherwise you can hand over the satchel in hopes of avoiding your fate (page 25).

If you have seen or read *No Country for Old Men*, you know how things end for the protagonist. Don’t expect a better outcome for yourself.

NEEDED TO PLAY

You need a few things to play *Blood Horizon*:

- Six-sided dice, referred to as d6. Best to have two or more per player.
- Any metal, plastic, or paper figurines in a consistent scale of your choice. You can even play with pen and paper.
- An 8” x 10” flat table surface – we call it the Battle Board.

THE DICE – D6

During the game, you will be required to roll dice in one of four ways. Here’s how we do it:

- **TAKEN VERSUS REP:** Roll 2d6 and compare each score versus the Rep of the figure. If the d6 score is equal or less than the Rep, the d6 has been passed. You can pass 2d6, 1d6, or 0d6

Example – An Outlaw (Rep 4) wants to fire on the Shooting table (page 7). I roll 2d6 and score a 1 and 5 – passing 1d6.

- **READ THE RESULT AS ROLLED:** Read it just like it says. You may be asked to add the scores together or roll a second time.
- **ROLLING A 1/2D6:** When you are asked to roll a 1/2d6, roll 1d6 and convert the results:
 - 1 or 2 = 1.
 - 3 or 4 = 2.
 - 5 or 6 = 3.
- **WHEN YOU SEE NUMBERS IN PARENTHESIS** after a word (usually *chance*) that event occurs when that number is rolled.

Example – I roll a 4 during a Chillin’ Encounter (page 18). I have met an Outlaw.

FIGURES OR COUNTERS

Figures or counters are used on the Battle Board or Tabletop. Each represents one Character.

CHAIN REACTION – BLOOD HORIZON

ON THE BATTLE BOARD

When combat occurs on the Battle Board, the figure or counter's placement denotes its current status. Here's how we do it:

- **CARRY ON** – Fully functional. Character can see and be seen.
 - *Counters*: Turn counter so its feet are facing you.
 - *Figures*: Turn figure to face the enemy.
- **DUCK BACK** – Character cannot see or be seen.
 - *Counters*: Rotate counter so its feet face away from you.
 - *Figures*: Turn figure's back towards the enemy.
- **OUT OF THE FIGHT** – Character can be seen.
 - *Counters*: Rotate counter sideways and face-up.
 - *Figures*: Lay figure on its back and face-up.
- **OBVIOUSLY DEAD** –
 - *Counters*: Flip counter face-down.
 - *Figures*: Lay figure face-down.

USING THE TABLES

The tables are easy to memorize and use. Here's how to use the tables:

- Consult the appropriate table for what you are doing.
- Roll the number of d6 found in the upper left-hand corner of the table – usually 1d6 or 2d6.
- Modify the number of d6 rolled by any applicable Circumstance or Attribute (page 6).
- Go down the left-hand column to the appropriate row for the number of d6 you have passed or result scored.
- Look across the row and carry out the result.

All the tables are at the end of the book (page 30).

DEFINING CHARACTERS

Note: The terms figure and Character are interchangeable.

Blood Horizon is played with individual Characters that are defined in the following ways:

- Is it a *Star* or a *Grunt*?
- What is its *Class*?
- Does it have any *Attributes*?
- What is its *Reputation*?
- What are its *Skills*?
- What kind of *Weapon* does it have?

STAR OR GRUNT

We use two types of Characters: *Stars* and *Grunts*.

- **STAR** – This Character represents you, the player. *We suggest your Star begin with a Reputation of 5.* You can make some enemy NPCs Stars or Grunt Co-Stars to add to your Story.
- **GRUNTS** – These Characters do not represent a player. Grunts are controlled by the game mechanics and are also referred to as *Non-Player Characters – NPCs*. They may be friends or foes and will come and go as your Story continues.

STAR ADVANTAGES

Stars have three important advantages over Grunts: Star Power, Extraordinary Effort, and Free Will.

STAR POWER

Star Power is the ability of a Character to ignore normally disabling damage. To use Star Power, you must gain 1 Decreasing Rep d6 for each level of damage reduction.

Here's how we do it:

- Stars start each Encounter with 1d6 of Star Power for each point of Rep.
- After taking damage, it can roll its current Star Power d6. Read each d6 as rolled.
 - 1, 2, or 3 = Reduce the damage by one level.
 - 4 or 5 = Damage stays and the d6 is retained.
 - 6 = Damage stays, but the d6 is removed for the rest of the Encounter.

Damage is reduced in the following ways:

- An Obviously Dead result becomes an Out of the Fight result.
- An Out of the Fight result from shooting becomes a Duck Back.
- An Out of the Fight result in Melee becomes a -1 Rep, the lowest Melee result.
- You can reduce damage by multiple levels if you roll several results of 1, 2, or 3.

Example: A Star with a Rep of 5 is hit by gunfire. He takes one Obviously Dead result. The player rolls one d6 per point of the Star's Rep or 5d6 in this case.

- *The results are 2, 2, 4, 5, and 6.*
- *One "2" reduces the Obviously Dead result to an Out of the Fight.*
- *The other "2" reduces the Out of the Fight result to a Duck Back.*
- *The 4 and 5 have no effect, but they are retained.*
- *The 6 has no effect, but is discarded for the remainder of the Encounter.*
- *Since the Star reduced two levels of damage, they get 2 Decreasing Rep d6.*

CHAIN REACTION – BLOOD HORIZON

EXTRAORDINARY EFFORT

An Extraordinary Effort is something a Star can do in a difficult situation. Any time the Star rolls d6 it can choose to use an Extraordinary Effort. Here's how we do it:

- When the Star rolls one or more d6 on *any* table it can choose to roll another d6 and add the result.
- This can be before rolling the d6 or after they have been rolled.
- *The Star is allowed only one Extraordinary Effort per Encounter.*

Example – Chester Chase (Rep 5) is in lethal melee with an Outlaw (Rep 4). He will roll 2d6 and the Outlaw 3d6 as it has the Rage Attribute. Chase rolls 2d6 and passes 2d6. The Outlaw rolls 3d6 and passes 1d6!

Chase now chooses to use his Extraordinary Effort and rolls another 1d6 and passes. Added to the originally passed 2d6, he has passed a total of 3d6, 2d6 more than the Outlaw. Chase knocks the Outlaw Out of the Fight.

FREE WILL

The Star can choose to leave or have his side leave the Battle Board when taking the Will to Fight Test (page 13) before rolling the dice. Free Will does not prevent you from involuntarily leaving the Battle Board.

Example – Chase and Toadvine must take the Will to Fight Test. They are facing four Outlaws, and their friend Sproule is Out of the Fight. Chase decides to cut his losses, grabs Sproule, and the trio leaves the table.

CLASS

We use Classes to help define a Character. A Class represents a character's walk of life and comes into play on the Shooting, Stealth, and Will to Fight tables.

1. **CITIZEN** – An ordinary Joe or Jane.
2. **OUTLAW** – Low-level members of organized crime, shabby but still deadly.
3. **HIRED GOON** – Paramilitary mercs who operate outside of the law.
4. **ASSASSIN** – Highly trained cold-blooded killers who make Hired Goons look like Cub Scouts. You could say they don't have a sense of humor.
5. **POLICE** – The law is too many steps behind to make a real impact on the story, but they might cross your path by accident on occasion.
6. **EXOTIC** – The protagonist and any other special story characters you want to include, such as a sidekick or rival.

WHAT CLASS ARE YOU?

You can choose to be any Class you want, but normally the player is an Exotic – in other words, a Jack of All Trades.

Exotics are more reliable in a fight, being treated like Hired Goons or Assassins on the Will to Fight Table (page 32).

ATTRIBUTES

Attributes further define your Characters and add flavor to your game, but you can choose not to use them if you want to keep things simple.

STARS

A Star receives two Attributes.

- Roll for the first Random Attribute.
- Choose the second Attribute.

GRUNTS

Grunts roll for one Random Attribute.

RANDOM ATTRIBUTES

Roll 1/2d6 for the Table, then roll 1d6 for the Attribute:

#	ATTRIBUTES – TABLE 1
1	COWARD: Always the first Character to Leave the Battle Board.
2	CLUMSY: Count Rep at 1 point lower than actual on the Stealth Table.
3	RUNT: Counts a -1d6 penalty when in melee.
4	SLOW TO REACT: Counts Rep at 1 point lower than actual when shooting <i>if its side won</i> on the Action Table.
5	CRUEL: Counts a +1d6 when Interacting with Characters with a lower Rep.
6	DIM: Counts a -1d6 when Interacting.

#	ATTRIBUTES – TABLE 2
1	BOXER: Ignores the first -1 to Rep suffered when fighting on the Melee Table.
2	SPRAY AND PRAY: Count Rep at 1 point lower than actual on the Shooting Table.
3	NERVES OF STEEL: Always the last Character to Leave the Battle Board.
4	RAGE: Counts a +1d6 bonus if in melee.
5	SMOOTH: Can re-roll any 1d6 when Interacting.
6	TOUGH: Once during each Encounter the Character will treat the first Leave the Battle Board result as a Duck Back result.

CHAIN REACTION – BLOOD HORIZON

#	ATTRIBUTES – TABLE 3
1	BORN LEADER: Rolls 3d6 counting the lowest 2d6 results on the Will to Fight Table.
2	CRACK SHOT: Roll 3d6 when shooting, counting the best 2d6 results.
3	HARD AS NAILS: Once during each Encounter will treat its first Obviously Dead result as Out of the Fight instead.
4	STEALTHY: Opponent counts its Rep at 1 point lower than actual when rolling on the Stealth table. If alone, also counts for Action table.
5	QUICK REFLEXES: Count Rep at 1 point higher than actual when rolling on the Action Table.
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.

REPUTATION

Reputation or *Rep* represents a combination of experience, morale, and motivation. Rep is an expression of a Character's overall quality. Both Stars and Grunts use Rep. There are three possible starting levels of Reputation:

- **REP 5** – These are *confident* Characters of numerous successful Encounters.
- **REP 4** – These are *experienced* Characters that have performed well in Encounters
- **REP 3** – These are *inexperienced* Characters with little experience or desire for Encounters.

Stars always start with a Rep of 5. Only choose Rep 4 or 3 if you really want an extra challenge.

REP D6

Instead of using cash or gold pieces to track how well a Character does in its career, we use Rep d6. There are two types of Rep d6:

- *Increasing Rep d6* is gained for positive events in your campaign.
- *Decreasing Rep d6* is gained for negative events in your campaign.

Each 1 Increasing Rep d6 cancels out 1 Decreasing Rep d6 and vice versa.

INCREASING REP D6

In most *Two Hour Wargames* titles, you spend Increasing Rep d6 every month to improve the permanent Rep of your Character. In *Blood Horizon* we do things a bit differently.

Your Increasing Rep d6 is a *persistent* number used to buy weapons, recruit Hired Hands, and pay upkeep for your Band. You cannot use Increasing Rep d6 to improve the Rep of any Characters.

If you have a Rep 3 member in your Band, roll 1d6 any time they deal Obviously Dead or Out of the Fight damage to an enemy Character. If you roll a "6", they improve to Rep 4.

DECREASING REP D6

Just as your Rep cannot improve, it also cannot permanently deteriorate. We simply use Decreasing Rep d6 as a function of reducing your satchel savings to pay for upkeep and Weapons.

Example – Chester Chase stops in town for a Chillin' encounter and goes to the Gun Store. He started the Week with 5 Increasing Rep d6 in his satchel, then gained 1 Decreasing Rep d6 to pay his own upkeep. In town, he spends his last 4 Increasing Rep d6 (or gains 4 Decreasing Rep d6) to buy a Big A\$\$ Pistol (BAP-2).

INCREASING AND DECREASING SKILLS

If any Character improves from Rep 3 to Rep 4 due to dealing damage to an enemy, their Skills also increase by 1 each.

LIFETIME REP D6 TOTAL

Unlike other *Two Hour Wargames* titles, there is no retirement from *Blood Horizon* and thus no need to track Lifetime Rep Total. Instead, you can give up the satchel (page 25) and return to a normal life.

CHAIN REACTION – BLOOD HORIZON

SKILLS

Skills are optional, but can be used limit Rep 5 characters from being good at everything across the board.

While Reputation represents the Physical ability of the Character, we use two Skills to round them out. These Skills help with your background and Story, and also help make each Character unique. The two Skills are:

PEOPLE (PEP)

The People Skill is a measure of how well a Character Interacts with others. The People Skill is used when Interacting (page 9) with other Characters.

SAVVY (SAV)

This Skill is a measure of how the person performs problem solving mental tasks. Savvy is used when taking a Savvy Challenge (page 18).

Example – Chester Chase has run into a tough Rep 5 Outlaw. However, Chase has a higher Savvy than the Outlaw, and figures he's better off using his wits to survive. He takes a Savvy Challenge to try and trick the Outlaw and gain the Advantage in the fight.

HOW PROFICIENT?

Now that you know the two Skills let's see how proficient your Character is in each of them. Here's how we do it:

- Start with the Rep of the Character.
- One Skill is the Rep of the Character minus one.
- The other Skill is equal to the Rep of the Character.
- When running into NPCs roll 1d6 and read the result as rolled.
 - (1, 2, 3 or 4) = People Skill is equal to Rep; Savvy 1 point lower.
 - (5 or 6) = Savvy Skill is equal to Rep; People 1 point lower.

NAME	REP	PEOPLE	SAVVY
Billy	5	5	4
Tobin	4	3	4
Cornelius	3	3	2

Example – Chester Chase has run into a Rep 5 Citizen. I roll 1d6 and score a 5. This makes her Savvy 5 and her People 4.

WEAPONS

We use the following weapons with a value indicating the number of shots a Character can fire at once:

- **PISTOL (P-1)** – Slow and clunky pistol of decades past.
- **BIG A\$\$ PISTOL (BAP-2)** – Modern handgun. Quick to fire and reload.
- **RIFLE (R-1)** – Two-handed single-shot weapon. Anything from a bolt-action rifle to a bow and arrow.
- **SHOTGUN (S-2)** – Traditional farmer's tool. Guaranteed to fill your target's pants.
- **AUTOMATIC (A-3)** – Submachine gun, assault rifle, or full-auto pistol.
- **DYNAMITE (5, SINGLE USE)** – Helpful in the mines and wilderness alike. Expend after use.
- **MELEE** – Any item like a knife, baseball bat, or bottle that can produce lethal damage.

Characters can dual wield pistols (P-1/BAP-2) without penalty.

- We denote dual-wielding with $2x P-2$ or $2x BAP-4$.
- If you mix and match pistol types, keep it simple and use $2x P-3$.

In addition to your band's equipped weapons, you can carry as much dynamite as you can want. You can sell equipment back to the Gun Store for half their cost rounded down (minimum 1 Increasing Rep d6).

WHO HAS WHAT?

The NPC tables for each Encounter (page 18) determine what weapon a Character carries.

RECRUITING YOUR BAND

You start your campaign alone, but can recruit Grunts to form your Band. Here's how we do it:

- Your Band can be as large as your Rep including yourself. For example, a Rep 5 Star could recruit four Grunts.
- You can only recruit NPCs with equal or lower Reps.
- To Recruit NPCs you must meet and successfully Interact with them during a Chillin' (page 18) or On the Run (page 20) encounter.
 - Alternatively, you can generate random Hired Hands from a Gun Store during a Chillin' encounter.
 - Recruiting Hired Hands from the Gun Store incurs an upfront cost.

CHAIN REACTION – BLOOD HORIZON

- Each Band member *including yourself* costs 1 Decreasing Rep d6 at the start of each Week.
- You can cut loose a member of your Band at any time, gaining 1 Decreasing Rep d6 when you do.

BAND AVAILABILITY

When you go on Encounters, you can decide to go alone or bring any or all of your Band.

INTERACTION

During a Chillin' or On the Run Encounter, you can interact with Non-Player Characters (NPCs). Here's how we do it:

- Consult the NPC Interaction table (page 30).
- You and the NPC each start with 2d6.
- Modify that number by any Attribute or Circumstance.
- You and the NPC Leader roll the modified number of d6 versus Rep. When there are multiple NPCs, use the Rep of the NPC Leader.
- Go down the left-hand column to the appropriate row based on how many d6 you have passed and across to see the result.

Example – Chester Chase (Rep 5) has run into a Citizen (Rep 3). I roll 2d6 and score a 3 and 5 – passing 2d6 as both scores are equal or less than my Rep of 5.

The Citizen rolls 2d6, scores a 2 and 4 – passing 1d6, the 2.

I look on the passed more d6 row and see that the Citizen will give Chase a favorable result and 1 Increasing Rep d6. Chase can now choose to Further Interact with the NPC.

SWEET TALK

Maybe you've met that one important NPC that you need to recruit or get information from and you want to turn on the charm to get it to agree with you. We call it "sweet talking". Here's how we do it:

- When interacting with an NPC you can choose to roll additional d6 over your normal d6 to start.
- Each d6 added gains you 1 Decreasing Rep d6, but also an additional 1d6 to roll on the NPC Interaction Table (page 30).
- Players can choose to add as many d6 as desired.

Example – Chester Chase (Rep 5) needs to recruit someone to help with an Encounter. He meets a Citizen (Rep 5) and wants to interact with him.

Chase decides to add 2d6 to the normal 2d6 he would roll, so he rolls 4d6 and scores a 1, 2, 3, and 6 – passing 3d6. The Citizen scores a 3 and 4 – passing 2d6.

Chase has passed more d6 than the Citizen and can recruit him, but has gained 2 Decreasing Rep d6 while doing it. And he ain't done yet!

FURTHER INTERACTION

After you have successfully interacted with an NPC (passed more d6) you can choose to have further Interaction with it. This is used when you want to get something more from the NPC or to recruit it. Here's how we do it:

- Roll on the NPC Interaction Table (page 30) as you normally would. This includes Sweet Talking if desired.
- A result of passed more d6 means the NPC agrees with what you proposed.
- A result of passed the same d6 means no, the NPC does not agree with what you propose.
- A result of passed less d6 is carried out normally.
- You can only Further Interact once with the same NPC during the same Encounter. Meet them again and you could try again.

Example – Chase has successfully interacted with the Citizen. He now tries to Further Interact and rolls 2d6 scoring a 5 and 6 – passing 1d6, the 5.

The Citizen rolls 2d6 and scores a 1 and 4 – passing 2d6, the 1 and 4. Looking on the same NPC Interaction Table we see that Chase has failed and receives an unfavorable result – the Citizen will not allow himself to be recruited. Chase also gains 1 Decreasing Rep d6.

CUTTING OUT FROM THE HERD

What happens when you are interested in one NPC, but it is with a group of NPCs? Here's how we do it:

- Interact with the Leader of the group normally.
- If you get a positive result with the Leader, you can now interact with the follower NPC one on one. You can attempt to Further Interact with both the Leader and followers.

CHAIN REACTION – BLOOD HORIZON

COMBAT RULES

Blood Horizon plays fast with minimal dice rolls, but yields deadly realistic results.

LEADERS

Every Band of Characters has a Leader.

- The Star is always the leader of the Band.
- If the Star is missing, Out of the Fight, or Obviously Dead, the next highest Rep character becomes Temporary Leader.
- For NPC Bands, the character with the highest Rep is the Leader.

LEADER FUNCTION

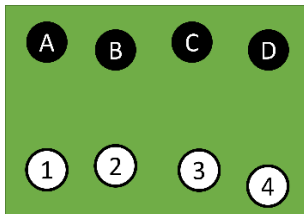
Use the Leader's Rep when rolling on the Action and Will to Fight Tables.

THE BATTLE BOARD

You can play the game on the Battle Board or with a full Tabletop setup (page 27).

We call an 8" x 10" area that the game is played on the Battle Board. This can be as simple or as elaborate as you like, with or without pieces of terrain on it.

- Place one side within 3" of one board edge, either the 8" or 10" – it's up to you.
- Place the other side within 3" of the opposite edge.
- Always place the Leaders across from each other.
- Refer to page 4 for advice on how to indicate various battle status conditions.



Example – Both sides have been placed on the Battle Board with the figures matched up against each other. The Leaders are matched up across from each other (e.g. A and 1, or B and 2).

TURN SEQUENCE

After all the Characters are set up on the Battle Board, the fight begins. Here's how we do it:

- Consult the Action Table (page 31).
- Roll 1d6 to see who has the Advantage.
 - You have the Advantage if 1, 2, or 3.
 - They have the Advantage if 4, 5, or 6.
- Modify the Rep of each Leader by any applicable Attribute.
- Each Leader now rolls 2d6 versus its modified Rep.
- Determine how many d6 are passed. This determines which side is Active and what each Character can do.
- After the Active side has finished all of its actions, *both* sides take the Will to Fight Test (page 13).
- After the Will to Fight Test is taken, if there are any figures left on the Battle Board, the Inactive side becomes Active and can carry out its actions.
- After the newly Active side has finished all of its actions, *both* sides take the Will to Fight Test again.
- Repeat the process until only one or no sides remain on the Battle Board. Yes, both sides could decide to leave the Battle Board at the same time!

Example – Chester Chase and Sproule are being Ambushed by 3 NPC Outlaws. I roll 1d6 and score 4 – the Outlaws have the Advantage.

Chase now rolls 2d6 versus his Rep of 5 and passes 2d6. The Outlaw Leader rolls 2d6 versus his Rep of 4 and passes 2d6, the same number of d6.

Looking at the Action table under the "same number of d6" row, I see that the side with the Advantage (Outlaws) acts first.

ACTIVE

When a side is Active, each figure can do one of five things:

- Shoot.
- Charge into Melee.
- Recover from Duck Back.
- Leave the Battle Board.

CHAIN REACTION – BLOOD HORIZON

SHOOTING

A figure with a gun can shoot up to the number of targets allowed by the weapon. You can split your shots between multiple targets or place them all on one target.

COVER

Cover can stop a projectile and being in Cover reduces your chance to be hit when shot at. Here's how we do it:

- The side gaining the Advantage on the Action table (page 31) is always in Cover with two exceptions:
 - The side losing the Advantage is not in Cover unless it is Nighttime, when both sides are considered to be in Cover.
- After the first shots are fired, both sides are considered to be in Cover until the fight ends.

Example – Chester Chase and Sproule have run into a Band of Outlaws. I roll 1d6 to see who has the Advantage and the Outlaws do. They are in cover.

Both Leaders roll to see which side goes Active and Chase passes more d6. Chase and Sproule open fire at the Outlaws, who are in cover. After they have finished their first round of shots, Chase and Sproule make it to cover.

The Outlaws that were missed can now return fire.

TARGETING

The Active side selects targets for each Character by choosing enemy figures on the other side to shoot. If your weapon has multiple shots, you can use them all on one target or split them up between multiple targets.

You must target each enemy figure *once* before you can start stacking multiple shooters onto the same target, including Charging into Melee (page 13).

WHEN YOU CAN SHOOT

Characters with ranged weapons can fire in three ways:

- When Active.
- When directed to return fire by the Shooting Table (page 31).
- When being Charged, but only if the charger is Active.

Example – Chase has won on the Action Table and fires at an Outlaw. He scores a hit and now rolls for damage on the Shooting Damage Table (page 31). Chase scores a 1, less than the Rep of the Outlaw – so they Duck Back.

HOW TO SHOOT

When it's time to shoot we use the same procedure regardless of the number of shots from the weapon. Here's how we do it:

- When firing a weapon that has more than one shot, the shooter can declare its intent to fire at more than one target.
- Must specify which is the 1st target, 2nd target, etc.
- Shooter declares how many shots are applied to each target, listing them in order.
- Consult the Shooting Table (page 31).
- Modify the shooter by any applicable Attribute.
- Shooter now rolls 2d6 versus its modified Rep and determines how many d6 are passed.
 - Shooter rolls 2d6 once, even for weapons with more than one shot.
- If a hit is scored, go to the Shooting Damage Table (page 31).

Example – Sproule is armed with an Automatic and fires at three Outlaws. Sproule rolls 2d6 and scores a 3 and 6 – passing 1d6. The 1st Outlaw is hit, but the 2nd and 3rd are missed so can return fire after the shooting damage is applied to the 1st Outlaw.

Sproule rolls on the Shooting Damage Table. After the damage is carried out, the Outlaws who were missed return fire.

Sproule is missed by return fire, and he fires back at both Outlaws that had fired at him. He passes 0d6 so misses. The Outlaws cannot return fire this time as they already have done so. They Duck Back instead and cannot see or be seen.

SHOOTING DAMAGE

When one or more hits are scored on the Shooting Table (page 31), the shooter rolls to see if any damage has occurred. Here's how we do it:

- Consult the Shooting Damage Table (page 31).
- The shooter rolls 1d6 for each hit scored.
- Modify each result by any Attribute.
- The final scores are always applied high to low from the 1st to last target.
- Resolve all hits from all shooters on the same target simultaneously.
- Go down the left-hand column to see the result.

Example – Sproule scored a hit on one Outlaw. The Outlaw has a Rep of 4 and Sproule scores a result of 5 on his 1d6 roll. As the result is higher than the Rep of the target, but not a "6", the Outlaw goes Out of the Fight.

CHAIN REACTION – BLOOD HORIZON

DUCK BACK

The Character seeks cover. Here's how we do it:

- If using figures, turn it around so its back faces the enemy.
- If using counters place it so its feet faces the enemy.
- This represents a Character ducked down behind cover and unable to see or be seen by the enemy.
- When next Active, it pops back up, counting as being in Cover (page 11). In one Active turn, it can only pop into sight and cannot charge or shoot until next Active, but can Return Fire if called upon to do so from the Shooting Table (page 31).

Example – Billy Pink (Rep 5) gets hit by an Outlaw. He rolls for damage and scores a 3 – lower than his Rep so he Ducks Back. He cannot see or be seen, but he can still be charged.

Next Active turn, Billy Recovers from Duck Back – can see and be seen, and counts as being in Cover. The Outlaw now Activates and fires at Billy and misses. Billy returns fire.

RETURN FIRE

The Character is allowed to return fire on whoever shot at it up to its maximum shots – 1, 2, 3, or 4 with the following restrictions:

- If suffered a simultaneous result of Duck Back and Return Fire, it must Duck Back instead and cannot Return Fire.
- If being charged and fired upon at the same time, may not Return Fire. Instead, fire at the charger. Can only fire once at any charger.
- Cannot exceed the number of shots for the weapon regardless of the number of Characters that shot at him.

DAMAGE

We use three types of damage. When a Character suffers multiple Obviously Dead and/or Out of the Fight results, you only count the worst. From worst to least, we have:

OBVIOUSLY DEAD

The Character has taken so much damage that it is obvious that it is dead.

OUT OF THE FIGHT

The Character has taken damage and falls to the ground and is at risk. Here's how we do it:

- If an Active enemy Character Charges an Out of the Fight Character, it can choose to automatically dispatch or capture it.
- To capture a Character, you can remove both from the Battle Board (page 10) when next Active or simply be the only side remaining on the Battle Board after the fight is over.
- When a Character reaches “0” Rep, it is the same as going Out of the Fight.

-1 TO REP

During Melee, the figure can have its current Rep reduced by 1 point. Here's how we do it:

- During the melee the -1 to Rep result is cumulative, so it is possible for a figure to have its Rep reduced drastically.
- It is possible for a figure to suffer a -1 to Rep more than once during the same round of melee – for example if fighting two enemies at the same time.
- If a figure reaches “0” Rep it is Out of the Fight.
- If opposing figures reach “0” Rep at the same time, ignore the result and fight another round of melee.
- Continue until only one side is left.
- After a figure has completed all of its melees for the turn, any lost Rep from melee is recovered.

Example – Cormac the Cowboy (Rep 5) is in melee with two Citizens (Rep 3). Should be pretty easy, right? Cormac passes 2d6 and so does each Citizen. As they pass the same number of d6, all suffer a -1 to Rep. The Citizens drop to Rep 2, but as Cormac is fighting two opponents, he suffers two -1 to Rep and is now Rep 3!

Another round of melee is immediately fought. Cormac knocks one Citizen Out of the Fight, but both he and the other Citizen suffer another -1 to Rep. Finally Cormac clobbers the last Citizen. Cormac's Rep returns to 5.

CHAIN REACTION – BLOOD HORIZON

MELEE

Melee is when Characters contact each other and go into combat, usually a fist fight unless there is a lethal weapon involved.

LETHAL OR NON-LETHAL MELEE

Melees are usually non-lethal, but could be lethal. Here's how we do it:

- Hired Goons and Assassins have knives so will always fight a lethal melee.
- If a Character does not have a melee weapon, it will fight non-lethal, even if his opponent is fighting lethal!

CHARGE INTO MELEE

When Active, a Character can choose to Charge into Melee. Here's how we do it:

- Declare the target of the charge – even if it is in Duck Back.
- The target can fire normally at an Active charger, but not at an Inactive charger.
- If multiple Active figures charge the same target, the target may fire at one or more chargers, but cannot exceed its total shots for the weapon.
- If the charger survives, place it into contact with the target.
- Consult the Melee Table (page 32).
- Each figure starts with 2d6.
- Modify the number of d6 or result by any applicable Attribute.
- Each figure rolls the modified number of d6.
- Up to three figures may charge at the same time. When fighting more than one figure, all figures roll at the same time and the defender applies its score to all of the attackers separately.
 - One figure could pass more d6 than one figure and a different number of d6 versus another figure.
- This could result in the losers going Obviously Dead, Out of the Fight, or -1 to Rep. Multiple figures could suffer a -1 to Rep.
- Any -1 to Rep damage is recovered after the melee ends.

RECOVERING OUT OF THE FIGHTS

Characters can attempt to recover Out of the Fight Characters during the Encounter. Here's how we do it:

- When Active, a figure moves into contact with the Out of the Fight figure. It can still fire, but cannot charge.
- When next Active remove both figures.
- The other way is to be the only side remaining on the Battle Board after the fight.

WILL TO FIGHT

After one side finishes all its shooting and melees, *both sides* must see if they remain on the Battle Board. Here's how we do it:

- Stars can use Free Will (page 6) and choose to stay or flee.
- Consult the Will to Fight Table (page 32).
- Modify the number of d6 to be rolled by any applicable Attribute.
- Roll the modified number of d6 versus the modified Rep of the Leader and determine how many d6 are passed.
- Go down the left-hand column to the appropriate row and across to see the results. This may result in none, one or all of the Characters leaving the Battle Board. It's even possible that both sides could Leave the Battle Board at the same time!
- When a Character Leaves the Battle Board, they do not necessarily Leave the Encounter unless they fail to Recover (page 14).

Example – Three Active Citizens must take the Will to Fight Test. I roll 2d6 versus the Rep of the Leader (4) and score a 1 and 5. Passing 1d6, we see that two Citizens will leave! The Leader stays, as he is a Rep 4 while the other two are Rep 3. The Leader is now alone and the fight continues, with the opposite side now becoming Active (page 10).

CHAIN REACTION – BLOOD HORIZON

RECOVERY

Characters that go Out of the Fight and those that Left the Battle Board may return to the Encounter. Roll separately for each figure. Here's how we do it:

- Consult the Recovery Table (page 32).
- Roll 2d6 versus the Rep of the Character you want to Recover and determine how many d6 are passed.
- Go down the left-hand column to the appropriate row to see the results.
- Immediately carry out the results.
- Note that the test is taken after every fight, even multiple times during an Encounter!
- It is possible for a Character to leave the Encounter and never return to the Band!

Example – One Outlaw (Rep 4) left the Battle Board and the other (Rep 3) went Out of the Fight. I roll 2d6 versus the Rep 4 Outlaw that Left the Battle Board and score a 1 and 6. Passing 1d6, I see that the Outlaw that left, never returns.

I roll 2d6 versus the Rep 3 Outlaw and score the same results – passing 1d6. I see that the Out of the Fight Outlaw returns to the Encounter.

CAMPAIGN START

The main Character for *Blood Horizon* is **CHESTER CHASE**, but you are free to create your own Character or bring an existing one from another *Two Hour Wargames* campaign.

If you make a new character, refer to the Hired Hands Table (page 33) for your starting Weapon, and roll for one Attribute (page 6) then pick a second Attribute.

CHESTER CHASE

Chase was a welder who turned in his blowtorch for a big iron. His life wasn't too shabby until he found the satchel. Then the Hired Goons showed up at his trailer park, so he's kissed his terrified wife goodbye and put her on a bus for an obscure corner of the country. Now he's on the run and there's no end in sight.

- Star – Rep 5
- Class: Exotic
- Attributes:
 - Stealthy.
 - Crack Shot.
- Weapon: Rifle (R-1).
- Skills: Player discretion.

STARTING YOUR CAMPAIGN

Refer to the Campaign Map (page 26) and place the player campaign counter in **EAST TEXAS**. This is always the starting region.

Before you start your campaign, you can access the Gun Store and buy or sell Weapons or recruit Hired Hands.

THE SACHEL

The **satchel owner** is always the last figure on their side to Leave the Battle Board (page 13) unless directed otherwise by an Attribute such as Coward (page 6).

- **Satchel** contains **30** Increasing Rep d6.
 - Your **satchel** is a persistent number used to pay for upkeep and new weapons.
 - If you want to play with multiple players, you must split the **30** between everyone. Each player has their own **satchel**.
- After you finish shopping at the Gun Store, continue to the Campaign Sequence (page 15).

GUN STORE

Sell equipment to the Gun Store for half its cost rounded down (minimum 1 Increasing Rep d6).

The following equipment is available for purchase:

X GUN STORE – BUY AND SELL

WEAPON	BUY COST
Knife	1 Decreasing Rep d6
Rifle (R-1)	1 Decreasing Rep d6
Shotgun (S-2)	2 Decreasing Rep d6
Pistol (P-1)	2 Decreasing Rep d6
Big A\$\$ Pistol (BAP-2)	4 Decreasing Rep d6
Automatic (A-3)	6 Decreasing Rep d6
Dynamite (5, single use)	5 Decreasing Rep d6

You can recruit **HIRED HANDS** for an upfront cost. In the Week following recruitment, all characters cost standard upkeep (1 Decreasing Rep d6 per Week).

- **Sam Sproule** (Citizen) – Rep 3, Rifle (R-1)
 - Attribute: Coward.
 - Upfront Cost: 1 Decreasing Rep d6
- **Carlos Escalera** (Outlaw) – Rep 4, Shotgun (S-2)
 - Attribute: Tough.
 - Upfront Cost: 2 Decreasing Rep d6
- **Louis Toadvine** (Hired Goon) – Rep 5, Pistol (P-1) + Knife
 - Attribute: Rage.
 - Upfront Cost: 3 Decreasing Rep d6

CHAIN REACTION – BLOOD HORIZON

During future Chillin' encounters, you can visit a Gun Store and generate new Hired Hands. Refer to the Hired Hands Table (page 19).

CAMPAIGN SEQUENCE

Blood Horizon uses a weekly turn system. Your Band starts each Week camped out in a remote parts of a territory on the Campaign Map (page 26), hiding from gangs and authorities alike. You can visit towns during a Chillin' Encounter, but afterwards you leave and pitch camp.

- On Week 1, start in **EAST TEXAS**. Begin with Step 3 of the During Each Week procedure. Do not pay upkeep.
- On Week 2, add the Assassin's campaign counter to **EAST TEXAS**. Roll for Assassin Movement (page 16) same Week. Begin paying upkeep.
- On Week 3, add the first Goon Squad campaign counter to **THE NORTH**.
 - Goon Squad begins movement on Week 4.
 - Refer to Goon Squad Casualty Replacement (page 16) for future Weeks until a second Goon Squad is placed.

DURING EACH WEEK

Instead of Months, we divide our Campaign into Weeks. Here's how we do it:

1. Start the Week by paying upkeep for all current party members including yourself. *Starting Week 2.*
2. Roll for Assassin Campaign Movement. *Starting Week 2.*
 - a. If Assassin ends movement on player counter, you cannot move – skip Step 3.
3. Player movement up to 3 spaces.
4. Roll for Goon Squad Campaign Movement. *Starting Week 4.*
 - a. Roll for Goon Squad casualty replacements (page 16) if applicable.
5. If the player's territory is occupied by Assassin or Goon Squad:
 - a. Refer to Ambush: Goon Squad and/or Ambush: Assassin (page 24) as needed.
 - b. If Assassin and Goon Squad ambushes are *both* triggered, you must fight the Goon Squad followed by the Assassin with *no* chance to recover losses in between.
6. If neither Goon Squad nor Assassin were triggered by Player, roll 1d6 on the Random Encounter Table.
7. After all events are completed, your Band pitches camp in the wilderness and prepares for next Week. Return to Step 1.

Example – Week 1: Chase sells his Rifle for 1 Increasing Rep d6 and buys a Shotgun for 2 Decreasing Rep d6. He moves 3 spaces to Arizona, then rolls for an Encounter and ends the Week.

Week 2: Chase pays 1 Decreasing Rep d6 upkeep for himself. The Assassin counter starts in East Texas and rolls 1/2d6 for movement, scoring "4" and moving 2 spaces directly towards Chase. The Assassin lands in New Mexico. Chase then moves another 3 spaces to maximize the distance between himself and the Assassin.

Week 3: First Goon Squad counter is placed in The North. Unlike Assassins, Goon Squads do not move the same Week they are placed, so they stay put until Week 4.

CAMPAIGN MOVEMENT

You can move your campaign counter between a maximum of three adjacent territories on the Campaign Map (page 26) per Week. Mexico and Canada each count as five connected territories – one for each road back into the United States.

Decide what territory you want to stop in. If you move through a space with an enemy marker, you must stop in the occupied territory and end your movement there.

RANDOM ENCOUNTERS

If you end the Week without running into a Goon Squad or the Assassin, roll 1d6 for your weekly Random Encounter:

- **(1) CHILLIN'** (page 18) – Brief respite. A chance to visit the Gun Store and recruit Hired Hands.
- **(2) ON THE RUN** (page 20) – Some suspicious strangers on the road into town. If you resolve all PEFs, follow up with Chillin'.
- **(3) HOLD UP** (page 21) – Some deadbeat robbers jump you on the highway.
- **(4) PURSUIT** (page 22) – Escape a large posse hot on your tail.
- **(5) DEFEND** (page 23) – Outlaws or Hired Goons attack, but you had time to prepare.
- **(6) AMBUSH – OUTLAW GANG** (page 23) – A surprise gang attack, no time to prepare.

NPC MOVEMENT

Use the following procedure to determine Campaign Map movement for the Assassin and Goon Squads. You can also refer to the Campaign Movement table (page 33).

CHAIN REACTION – BLOOD HORIZON

ASSASSIN CAMPAIGN MOVEMENT

Roll 1/2d6 for the Assassin's campaign counter.

- Result is number of regions Assassin moves.
- Assassin moves directly towards player.
 - If Assassin has choice between equidistant regions, choose region most likely to corner player.
- If Assassin crosses a region occupied by a Goon Squad, stop and clash with them.
- If Assassin Leader goes Out of the Fight or loses against Goon Squad, do *not* move Assassin counter for one Week.
- If you Flee the Battle Board against the Assassin, Player moves *then* Assassin in Campaign Sequence.

GOON SQUAD CAMPAIGN MOVEMENT

Roll 1d6 for each Goon Squad campaign counter.

- The result is the number of regions the Goon Squad moves.
- If a Goon Squad crosses through a region occupied by the player or Assassin, the Squad stops and clashes with them.
- Roll 1d6 for direction. If you roll the space currently occupied by the Goon Squad, roll again.
 - (1) The North.
 - (2) East Texas.
 - (3) California.
 - (4) Washington.
 - (5-6) Move directly towards player.
- Avoid stacking with another Goon Squad.

GOON SQUAD CASUALTY REPLACEMENT

At the end of every Week (starting Week 4), roll 2d6 against Rep 4 to determine if more Goon Squads are committed to the search.

When placing a new Goon Squad counter, always place them in The North where their headquarters is located. Goon Squads must wait until next Week to move.

2 GOON SQUAD REPLACEMENTS

(Taken vs. Rep of 4)

#D6 PASSED	RESULT
2	Add one Goon Squad counter to the North. Maximum two for whole map.
1	If there are no Goon Squads on the Campaign Map, add one to The North. Otherwise count as pass 0d6.
0	None.

GOON SQUAD AND ASSASSIN CLASH

If the Goon Squad and the Assassin end the Week in the same territory *without* the player, they clash with one another:

- Roll 2d6 for the Assassin against Rep 5.
- Roll 2d6 for the Goon Squad against Rep 4.
- First side to pass fewer dice loses.
- If Goon Squad loses, remove their counter from the Campaign Map.
- If Assassin loses, their counter remains on the map but does *not* move for 1 Week.
- Surviving side continues movement next Week.

PEFs

PEF stands for Possible Enemy Force. By using PEFs, we create a sense of uncertainty as to the number and type of NPCs. Think of a PEF like a blip on a radar.

PEFs ON TABLETOP

If playing Tabletop Style, roll 1d6 for each PEF after the player has entered the table from sections 7, 8 and or 9. Place a PEF in the section rolled, always in Cover, where it can see and be seen. You could have more than one PEF in the same section.

When all PEFs are placed on the table, the game begins and both sides roll for Activation (page 28).

RESOLVING PEFs

Choose a PEF to resolve, then roll on the Who Are They Table for their Class, Rep, Weapon.

Once resolved, the PEF is removed from play and replaced with NPC figures.

For Citizens, you can choose between Interacting (page 30) or resolving the next PEF. For Police, Outlaws, and Hired Goons, you must go to the Action Table (page 31) or use Stealth (page 20) to avoid them.

HOW MANY OF THEM?

Before you know who they are, you know how many there are. Unless specified otherwise by Encounter rules, here's how we do it:

- Start with the number of Characters in your Band, including yourself.
- Roll 1/2d6 and add that to your Band numbers.
- Roll 1/2d6 and subtract if from the new total.
- That's how many you've met, never less than one.

CHAIN REACTION – BLOOD HORIZON

WHO ARE THEY?

When you meet a PEF, use the following procedure to find out who you're dealing with and how they respond to you.

- Roll 1d6 and read the result as rolled.
- Go to the appropriate Class List for your Encounter.
 - For example, Chillin' and Hired Hands use 1d6: 1 – 3 = Citizen, 4 – 5 = Outlaw, 6 = Hired Goon.
- Roll 1/2d6 and look at the appropriate row. This is the NPC Leader.
 - If Encounter specifies an NPC leader, skip this step.
- Go down the rows to fill out the NPC Band.

CITIZEN (1 – 3)

Citizens are always friendly. You can try to Interact with them and Recruit them (page 9).

This group might be Police (1). You can use Stealth (page 20) to avoid them or go to the Action Table (page 31).

#	ATTRIBUTE	REP	WEAPON
1	RANDOM	5	S-2
2	RANDOM	4	R-1 ⁽¹⁾
3	RANDOM	3	R-1 ⁽¹⁾
4+	RANDOM	3	Unarmed ⁽¹⁾

(1) If Police, armed with Big A\$\$ Pistol (BAP-2) instead.

OUTLAW (4 – 5)

Outlaws are always hostile. You can use Stealth (page 20) to avoid them or go to the Action Table (page 31).

#	ATTRIBUTE	REP	WEAPON
1	RESILIENT	5	A-3
2	QUICK REFLEXES	4	S-2
3	TOUGH	4 ⁽¹⁾	S-2
4+	RANDOM	3	P-1

(1) Chance (1 – 2) of Rep 3.

HIRED GOON (6)

Hired Goons are always hostile. You can use Stealth (page 20) to avoid them or go to the Action Table (page 31).

#	ATTRIBUTE	REP	WEAPON
1	BORN LEADER	5	A-3
2	CRACK SHOT	5	A-3
3	RESILIENT	5 ⁽¹⁾	BAP-2
4+	RESILIENT	4	BAP-2

(1) Chance (1 – 2) of Rep 4.

ASSASSIN (SPECIAL)

Leader is always row “1”. If you are alone, Assassin Leader faces you alone.

#	ATTRIBUTE	REP	WEAPON
1	CRACK SHOT, HARD AS NAILS	7	2x BAP-4
2+	CRACK SHOT	5	A-3

WANT TO FIND SOMEONE?

If you want to find a specific Character – such as an NPC from a previous Encounter – here's how we do it:

- Determine the Class of Character you want to find.
- Resolve PEFs normally.
- If a PEF resolves as the correct Class, roll again to see if it's the NPC you're looking for (6).
- If it's *not* the NPC you want, you cannot Interact with them.
 - If the NPC is a Hired Goon or Outlaw, you must use Stealth (page 20) or go to the Action table (page 31).

Example – Chester Chase got separated from a Hired Goon that he recruited from a Gun Store earlier in the game.

During a Chillin' Encounter, Chase wants to find his friend again. He resolves PEFs until he finds a Hired Goon (6). Then he rolls and scores a “5” – this is the wrong guy. Chase uses Stealth to avoid a fight.

He continues resolving PEFs until he scores “6” after resolving a Hired Goon. They catch up for a while – Chase goes to the Interaction Table.

When he's done Interacting, he leaves town and ends the Encounter. On his way out of town, he must fight off a Hold Up (page 21) because he resolved more than one PEF.

FRIENDS OR FOES?

Citizens are always friendly. However, there's a chance (1) that a Citizen group is actually Police.

Police, Outlaws, Hired Goons, and Assassins are always hostile. You can use Stealth (page 20) to avoid them or go to the Action Table (page 31).

CHAIN REACTION – BLOOD HORIZON

CHALLENGE

When you want to do something physical or mental out of the ordinary and not covered by an existing rule, take a Challenge. Here's how we do it:

- Players decide what the *challenge* is.

Example – While Defending, Chester Chase wants to lure enemy Outlaws into his empty camp and spring a trap on them.

- Decide what a *success* looks like.

Example – If he is successful, he will go to the Action table with free Advantage.

- Decide what the *consequences* of failure will be.

Example – If he fails, he will go to the Action Table with the Outlaws having the Advantage.

- Decide if the Challenge is Easy, Difficult, or Regular. Does Challenger have a Class or Attribute that affects the chance of success?

Example – It's Night so I figure it's not Difficult, but not Easy either.

- Consult the Challenge Table (page 30).

Example – Chase rolls 2d6 versus his Rep and passes 1d6. He tries again and passes 2d6. He has successfully lured the Outlaws and secured the Advantage.

NPC CHALLENGE

When an NPC has the chance to take a Challenge we must first determine whether they will. Here's how we do it:

- The NPC rolls 1d6 versus its Rep.
 - If it passes 1d6, it will attempt the Challenge.
 - If it passes 0d6, it will not attempt the Challenge.

Example – Sam Sproule is with Chase and must see if he can help get the drop on the Outlaws. I roll 1d6 versus his Rep of 3 and score a 5. Since it's higher than his Rep, he's unable (or unwilling) to take the Challenge. Chase must decide between taking the advantage without Sproule's help, or going to the Action table with Sproule and rolling for Advantage like normal.

ENCOUNTERS

When you end all Campaign Movement (page 15) for a Week without running into an Assassin or Goon Squad, roll 1d6 for a Random Encounter.

- (1) CHILLIN'
- (2) ON THE RUN
- (3) HOLD UP
- (4) PURSUIT
- (5) DEFEND
- (6) AMBUSH – OUTLAW GANG

Additionally, there are two Special Encounters:

- SPECIAL: AMBUSH – GOON SQUAD
- SPECIAL: AMBUSH – ASSASSIN

If you win an Encounter with a friendly figure still on the Battle Board:

- Collect 1 Increasing Rep d6 per enemy who went **Out of the Fight** or **Obviously Dead**.
 - If playing cooperatively, each player gains full reward.
- Replace equipped Weapons for fallen Weapons.

CHILLIN' (1)

You managed to make it into town without running into anyone on the road. You can stop resolve PEFs and stop at the Gun Store.

OBJECTIVE

- Interact with NPCs.
- Visit the Gun Store. Buy or sell Weapons, recruit Hired Hands.

FORCES

- You can go alone or with members of your Band.
- NPCs are generated per Who Are They?

DEPLOYMENT

- No Battle Board needed. If combat occurs move to a Battle Board.

CHAIN REACTION – BLOOD HORIZON

SPECIAL INSTRUCTIONS

- Choose if you want the Encounter to be Day or Night. This affects the availability of PEFs and the Gun Store.
- Resolve as many or as few PEFs as you want.
- You can choose to skip this encounter and end your Week.

GUN STORE

When you visit a Gun Store, resolve 1 PEF as a Rep 4 Citizen who is the shopkeeper. After resolving, you can buy and sell Weapons (page 8) or recruit Hired Hands.

X	GUN STORE – BUY AND SELL
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Sell equipment to the Gun Store for half its cost rounded down (minimum 1 Increasing Rep d6).

WEAPON	BUY COST
Knife	1 Decreasing Rep d6
Rifle (R-1)	1 Decreasing Rep d6
Shotgun (S-2)	2 Decreasing Rep d6
Pistol (P-1)	2 Decreasing Rep d6
Big A\$\$ Pistol (BAP-2)	4 Decreasing Rep d6
Automatic (A-3)	6 Decreasing Rep d6
Dynamite (5, single use)	5 Decreasing Rep d6

HIRED HANDS

You can generate new Hired Hands once during a Chillin' encounter. You don't need to resolve PEFs for Hired Hands.

Roll 1/2d6 to determine the number of Hired Hands available in this town, then for each Hired Hand:

- 1d6 for Class.
- 1d6 for Rep.
- 1d6 for Weapon.
- Roll for a Random Attribute (page 6).

1X3	HIRED HANDS
------------	--------------------

(Read the results as rolled – rolling once per column)

#	CLASS	REP	WEAPON
1, 2 or 3	Citizen	3	R-1
4 or 5	Outlaw	4	S-2
6	Hired Goon	5	BAP-2

Each **Hired Hand** incurs an upfront cost:

- **REP 3:** 1 Decreasing Rep d6.
- **REP 4:** 2 Decreasing Rep d6.
- **REP 5:** 3 Decreasing Rep d6.

Begin paying upkeep (1 Decreasing Rep d6 per Week) the Week after recruitment.

HOLD UP AFTER CHILLIN'

If you resolve *more than* 1 PEF while Chillin', you **MUST** go to a Hold Up Encounter (page 21) after you finish Chillin'.

PEFS – DAY AND NIGHT

At the start of a Chillin' Encounter, the number of PEFs you can resolve depends on whether it's Day or Night.

- **Day** – 6 PEFs including Gun Store owner.
- **Night** – 15 PEFs. Gun Store is closed.

HOW MANY OF THEM?

Before you know who the PEF is, you know how many Characters are in the group. Here's how we do it:

- Start with the number of Characters in your Band, including yourself.
- Roll 1/2d6 and add that to your Band numbers.
- Roll 1/2d6 and subtract if from the new total.
- That's how many you've met, never less than one.

WHO ARE THEY?

When you resolve a PEF, use the procedure on page 16.

CITIZEN (1 – 3)

Citizens are always friendly. You can try to Interact with them and Recruit them (page 9).

This group might be Police (1). You can use Stealth (page 20) to avoid them or go to the Action Table (page 31).

#	ATTRIBUTE	REP	WEAPON
1	RANDOM	5	S-2
2	RANDOM	4	R-1 ⁽¹⁾
3	RANDOM	3	R-1 ⁽¹⁾
4+	RANDOM	3	Unarmed ⁽¹⁾

(1) If Police, armed with Big A\$\$ Pistol (BAP-2) instead.

OUTLAW (4 – 5)

Outlaws are always hostile. You can use Stealth (page 20) to avoid them or go to the Action Table (page 31).

#	ATTRIBUTE	REP	WEAPON
1	RESILIENT	5	A-3
2	QUICK REFLEXES	4	S-2
3	TOUGH	4 ⁽¹⁾	S-2
4+	RANDOM	3	P-1

(1) Chance (1 – 2) of Rep 3.

CHAIN REACTION – BLOOD HORIZON

HIRED GOON (6)

Hired Goons are always hostile. You can use Stealth (page 20) to avoid them or go to the Action Table (page 31).

#	ATTRIBUTE	REP	WEAPON
1	BORN LEADER	5	A-3
2	CRACK SHOT	5	A-3
3	RESILIENT	5 ⁽¹⁾	BAP-2
4+	RESILIENT	4	BAP-2

(1) Chance (1 – 2) of Rep 4.

SHOOTOUT IN TOWN!

If you get into a gunfight in town, your Chillin' Encounter will end as soon as the fight is resolved.

Any time you resolve a PEF as Police, Outlaws, or Hired Goons, you can use Stealth to sneak past them and avoid prematurely ending your Encounter.

STEALTH

If you want to sneak past a hostile band without engaging them, use Stealth. Here's how we do it:

- Roll 2d6 versus Rep each for yourself and the enemy NPC Leader.
- Refer to the Stealth Table and compare their results.

Each Character in your band must roll separately for Stealth. If you pass Stealth and another Band member fails, you can either help them on the Action Table (page 31) or cut them loose (page 8).

2	STEALTH <i>(Taken vs. Rep)</i> <i>A score of "6" is always a failure</i>
----------	---

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

#D6 PASSED	RESULT
More d6	Success! Avoided detection by Police, Outlaws, or Hired Goons.
Same # of d6	<i>If opponent Outlaws or Police:</i> Success! Avoided detection. <i>If opponent Hired Goons:</i> Failure! Go to the Action table.
Fewer d6	Failure! Go to the Action table.

ON THE RUN (2)

There are some suspicious characters on the road, but you still have an opportunity to slip into a nearby town. When you've resolved the last PEF, you've found a town.

OBJECTIVE

- Resolve all PEFs and find a town.

FORCES

- You can go alone or with members of your Band.
- NPCs are generated per modified Who Are They?

DEPLOYMENT

- No Battle Board needed. If combat occurs move to a Battle Board.

SPECIAL INSTRUCTIONS

- Choose if you want the Encounter to be Day or Night.
- There are 1 + 1/2d6 PEFs in the Encounter. You can resolve as many as you want.
- If you resolve all PEFs, you can stop in town for a Chillin' encounter (page 18).
- You can choose to skip this encounter and end your Week.
- Play continues until the player has accomplished their objectives or leaves the Encounter in defeat.

HOW MANY OF THEM?

Before you know who the PEF is, you know how many Characters are in the group. Here's how we do it:

- Start with the number of Characters in your Band, including yourself.
- Roll 1/2d6 and add that to your Band numbers.
- Roll 1/2d6 and subtract if from the new total.
- That's how many you've met, never less than one.

WHO ARE THEY?

When you resolve a PEF, use the procedure on page 16 with the following modification:

- Citizen = 1 – 2
- Outlaw = 3 – 4
- Hired Goon = 5 – 6

CHAIN REACTION – BLOOD HORIZON

CITIZEN (1 – 2)

Citizens are always friendly. You can try to Interact with them and Recruit them (page 9).

This group might be Police (1). You can use Stealth (page 20) to avoid them or go to the Action Table (page 31).

#	ATTRIBUTE	REP	WEAPON
1	RANDOM	5	S-2
2	RANDOM	4	R-1 ⁽¹⁾
3	RANDOM	3	R-1 ⁽¹⁾
4+	RANDOM	3	Unarmed ⁽¹⁾

(1) If Police, armed with Big A\$\$ Pistol (BAP-2) instead.

OUTLAW (3 – 4)

Outlaws are always hostile. You can use Stealth (page 20) to avoid them or go to the Action Table (page 31).

#	ATTRIBUTE	REP	WEAPON
1	RESILIENT	5	A-3
2	QUICK REFLEXES	4	S-2
3	TOUGH	4 ⁽¹⁾	S-2
4+	RANDOM	3	P-1

(1) Chance (1 – 2) of Rep 3.

HIRED GOON (5 – 6)

Hired Goons are always hostile. You can use Stealth (page 20) to avoid them or go to the Action Table (page 31).

#	ATTRIBUTE	REP	WEAPON
1	BORN LEADER	5	A-3
2	CRACK SHOT	5	A-3
3	RESILIENT	5 ⁽¹⁾	BAP-2
4+	RESILIENT	4	BAP-2

(1) Chance (1 – 2) of Rep 4.

HOLD UP (3)

You have been jumped on the highway by a small group of petty robbers. They may or may not recognize you, but either way they reckon your satchel looks nice.

OBJECTIVE

- Avoid getting robbed and defeat the robbers.

FORCES

- You can go alone or with members of your Band.
- NPCs are generated per modified Who Are They?

DEPLOYMENT

- Place figures on Battle Board normally.

SPECIAL INSTRUCTIONS

- Unless previously directed by another Encounter, the Hold Up will occur in the Daytime (1 – 2) or Nighttime (4 – 6).
- Play continues until the player has accomplished their objectives or leaves the Encounter in defeat.

HOW MANY OF THEM?

If you don't already know how many NPCs you are confronting use the normal procedure:

- Start with the number of Characters in your Band, including yourself.
- Roll 1/2d6 and add that to your Band numbers.
- Roll 1/2d6 and subtract if from the new total.
- That's how many you've met, never less than one.

WHO ARE THEY? – HOLD UP

To create the robber party, use the procedure on page 17 with the Outlaw table.

OUTLAW

Go to the Action Table (page 31).

#	ATTRIBUTE	REP	WEAPON
1	RESILIENT	5	A-3
2	QUICK REFLEXES	4	S-2
3	TOUGH	4 ⁽¹⁾	S-2
4+	RANDOM	3	P-1

(1) Chance (1 – 2) of Rep 3.

CHAIN REACTION – BLOOD HORIZON

THE HOLD UP

Here's how the Hold Up takes place:

- Place the figures on the Battle Board normally.
- Go to the Action Table (page 31) or give up the satchel (page 25).

PURSUIT (4)

Your enemies are pooling their bullets to try and put you down, but you've seen 'em coming from miles away. Fly them.

OBJECTIVE

- Escape or fight the pursuing posse.

FORCES

- You can go alone or with members of your Band.
- NPCs are generated per modified Who Are They?

DEPLOYMENT

- The Battle Board is not used. If the player gets caught, go to a Defend Encounter (page 23).
- If you escape, the Encounter is over.

SPECIAL INSTRUCTIONS

- The Pursuit takes place during the Daytime.
- Play continues until the player has accomplished their objectives or leaves the Encounter in defeat.

FORMING THE POSSE

A posse is always a large party of Outlaws or Hired Goons. Here's how we do it:

- Start with twice the number of your Band, including you.
- Roll 1/2d6 and subtract from the new total.
- The new total is the number of Characters are in the posse.

Example – A gang leader has assembled a posse to Pursue you and claim the satchel. The Outlaw Leader starts with twice the number of Robbers (6) rolls 1/2d6 (2) and subtracts it. There are four (6-2) Characters in the posse.

WHO ARE THEY? – PURSUIT

Use the procedure on page 17 with the following modifications:

- Outlaw = 1 – 2
- Hired Goon = 3 – 6

Leader is always row "1".

OUTLAW (1 – 2)

#	ATTRIBUTE	REP	WEAPON
1	RESILIENT	5	A-3
2	QUICK REFLEXES	4	S-2
3	TOUGH	4 ⁽¹⁾	S-2
4+	RANDOM	3	P-1

(1) Chance (1 – 2) of Rep 3.

HIRED GOON (3 – 6)

#	ATTRIBUTE	REP	WEAPON
1	BORN LEADER	5	A-3
2	CRACK SHOT	5	A-3
3	RESILIENT	5 ⁽¹⁾	BAP-2
4+	RESILIENT	4	BAP-2

(1) Chance (1 – 2) of Rep 4.

THE PURSUIT

During a Pursuit Encounter, you can choose to run away or stand your ground and fight. If you want to fight, switch to a Defend Encounter with the generated posse.

If you choose to make haste, here's how we do it:

- Consult the Pursuit Table.
- Leader of your party and Leader of the Pursuit each roll 2d6 versus their current respective Reps.
- Determine how many d6 each passes and go down the left-hand column to the appropriate row and across to see the results.
- Immediately carry out the result.
- If both groups still have a current Rep of 1 or more, both go back to the table and roll again. If both reach "0" at the same time, each will return to their current Rep.
- Continue the process until the Pursuit ends when:
 - The posse has caught you – play a Defend Encounter.
 - The posse gives up the Pursuit.

CHAIN REACTION – BLOOD HORIZON

2

PURSUIT

(Taken versus Rep)

A result of “6” is automatic failure.

DEPLOYMENT

- Figures are placed on the Battle Board normally. Typically you are defending your campsite, but it could also be a strategic location like a ridge.

SPECIAL INSTRUCTIONS

- If the Day Part is not already determined, the Encounter takes place during the Daytime (1 – 3) or Nighttime (4 – 6).
- Go straight to the Action table (page 31).
- Your side starts in Cover.

HOW MANY OF THEM?

Unless specified by a Pursuit encounter, the enemy force is the size of your Band *plus* 1/2d6.

WHO ARE THEY? – DEFEND

Unless specified by a Pursuit encounter, use the procedure on page 17 with the following modifications:

- Outlaw = 1 – 2
- Hired Goon = 3 – 6

Leader is always row “1”.

OUTLAW (1 – 2)

#	ATTRIBUTE	REP	WEAPON
1	RESILIENT	5	A-3
2	QUICK REFLEXES	4	S-2
3	TOUGH	4 ⁽¹⁾	S-2
4+	RANDOM	3	P-1

(1) Chance (1 – 2) of Rep 3.

HIRED GOON (3 – 6)

#	ATTRIBUTE	REP	WEAPON
1	BORN LEADER	5	A-3
2	CRACK SHOT	5	A-3
3	RESILIENT	5 ⁽¹⁾	BAP-2
4+	RESILIENT	4	BAP-2

(1) Chance (1 – 2) of Rep 4.

DEFEND (5)

Your group is under attack by local gangs or goons who caught wind of your passing through. You can't sneak away, but you had some time to prepare defenses. You must fight them or hand over the satchel (page 25).

OBJECTIVE

- Defeat the attackers and drive them off the Battle Board.

FORCES

- You can go alone or with members of your Band.
- NPCs are generated per modified Who Are They?

CHAIN REACTION – BLOOD HORIZON

AMBUSH – OUTLAW GANG (6)

A local gang has crossed your path and blocked your way. You must fight them or hand over the satchel (page 25). One of them spits and says, “*You ain’t nothin’.*”

OBJECTIVE

- Defeat the attackers and drive them off the Battle Board.

FORCES

- You can go alone or with members of your Band.
- NPCs are generated per Who Are They?

DEPLOYMENT

- Figures are placed on the Battle Board normally.
- NPCs are generated per modified Who Are They?

SPECIAL INSTRUCTIONS

- If the Day Part is not already determined, the Encounter takes place during the Daytime (1 – 4) or Nighttime (5 – 6).
- Go to the Action Table (page 31).

HOW MANY OF THEM?

The enemy force is the size of your Band *plus* 1/2d6.

WHO ARE THEY? – OUTLAW GANG

Use the procedure on page 17 with the Outlaw table.

Leader is always row “1”.

OUTLAW

#	ATTRIBUTE	REP	WEAPON
1	RESILIENT	5	A-3
2	QUICK REFLEXES	4	S-2
3	TOUGH	4 ⁽¹⁾	S-2
4+	RANDOM	3	P-1

(1) Chance (1 – 2) of Rep 3.

AMBUSH – GOON SQUAD

The Hired Goons have managed to catch you, either by coincidence or through arduous sleuth work. You must fight them or hand over the satchel (page 25).

OBJECTIVE

- Defeat the attackers and drive them off the Battle Board.

FORCES

- You can go alone or with members of your Band.
- NPCs are generated per modified Who Are They?

DEPLOYMENT

- Figures are placed on the Battle Board normally.

SPECIAL INSTRUCTIONS

- The Encounter takes place during the Daytime (1 – 2) or Nighttime (3 – 6).
- Go to the Action Table (page 31).
- If the Goon Squad leaves the Battle Board in defeat, remove their counter from the Campaign Map and refer to Goon Squad Replacements (page 16).

HOW MANY OF THEM?

The enemy force is the size of your Band *plus* 1/2d6.

WHO ARE THEY? – GOON SQUAD

Use the procedure on page 17 with the Hired Goon table.

Leader is always row “1” with a chance (1 – 2) of Rep 6.

HIREG GOON

#	ATTRIBUTE	REP	WEAPON
1	BORN LEADER	5	A-3
2	CRACK SHOT	5	A-3
3	RESILIENT	5 ⁽¹⁾	BAP-2
4+	RESILIENT	4	BAP-2

(1) Chance (1 – 2) of Rep 4.

CHAIN REACTION – BLOOD HORIZON

AMBUSH – ASSASSIN

The worst case scenario has come to fruition. The Deadly Assassin – employer unknown – has crossed your path. He is beyond your experience. You can give him the satchel, but he will kill you anyways for inconveniencing him. If you want to live, you must defeat him.

OBJECTIVE

- Defeat the attackers and drive them off the Battle Board.

FORCES

- You can go alone or with members of your Band.
- NPCs are generated per modified Who Are They?

DEPLOYMENT

- Figures are placed on the Battle Board normally.

SPECIAL INSTRUCTIONS

- The Encounter takes place during the Daytime (1 – 2) or Nighttime (3 – 6).
- Go to the Action Table (page 31).
 - Assassins are *always* in Cover.
- If Assassin Leader goes Out of the Fight or Flees the Battle Board, do *not* move Assassin counter for one Week.

HOW MANY OF THEM?

- If you are alone, the Assassin faces you alone.
- If you have your Band, enemy force is the size of your Band *plus* 1/2d6.

WHO ARE THEY? – ASSASSIN

Use the procedure on page 17 with the Assassin table.

Leader is always row “1”.

ASSASSIN

#	ATTRIBUTE	REP	WEAPON
1	CRACK SHOT, HARD AS NAILS	7	2x BAP-4
2+	CRACK SHOT	5	A-3

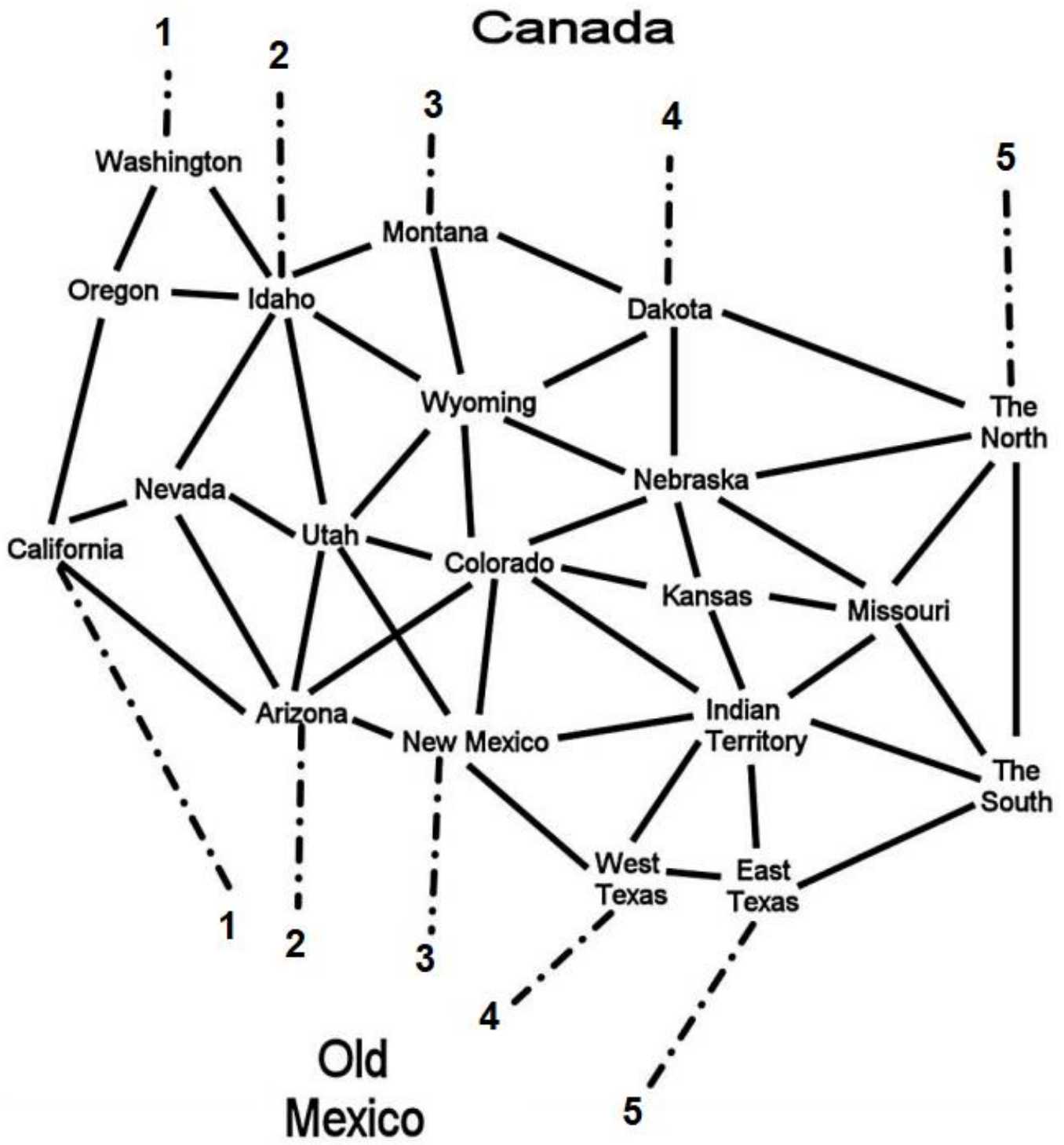
GIVE UP THE SACHEL

In any encounter against enemies, you can choose to give up the satchel and end your campaign. Your savings are eliminated and your Band immediately abandons you. Assuming you survive the result, you can return to a regular *Two Hour Wargames* campaign.

Your campaign ends differently depending on who got the satchel:

- **YOU GAVE THE SACHEL TO ROBBERS OR POLICE:** Your satchel money is reduced to 0. They take your weapons while they’re at it, but no further penalty. If you killed any Police during your campaign, the Police arrest you.
- **YOU GAVE THE SACHEL TO AN OUTLAW GANG:** Start at 0, then subtract *all* costs throughout your campaign. This is debt demanded by the gang’s boss.
- **YOU GAVE THE SACHEL TO A GOON SQUAD:** There’s a chance (1) you caught a lucky break. The Hired Goons took the satchel and your weapons, but left you alive. Otherwise (2 – 6) you are **Obviously Dead**.
- **YOU GAVE THE SACHEL TO THE ASSASSIN:** If the rule you followed brought you to this, of what use was the rule? You are **Obviously Dead**.

CAMPAIGN MAP



CHAIN REACTION – BLOOD HORIZON

TABLETOP STYLE

In the main rules, we cover how to use the Battle Board, but you can also play your *Chain Reaction – Blood Horizon* games with a full tabletop setup with terrain.

Traditionally these games are played with rulers or other measuring devices, but you won't need them in our game.

THE TABLE – HOW LARGE?

First start with a flat space at least 3'x3'. A bigger table may not be any better.

TERRAIN

Unless previously determined by the scenario, players should use the following system to generate terrain for the battlefield. We recommend setting up the Terrain as desired using whatever you have.

Here's how we do it:

- Divide the table into nine roughly equal sections. See the following illustration that shows the corresponding number for each section. 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

- Terrain will be in $3 + 1/2d6$ sections.
- If playing head to head, one side, the defending side, chooses how the terrain will be set up.
- The other side chooses which side of the table they will start on.

TERRAIN TYPES

This section describes terrain and the effects it might have on units.

CLEAR

These open, empty areas do not provide Cover.

HILL

These elevations slope down in two directions. Being on opposite sides of its crest or ridgeline means you cannot see each other unless one or both are within 1" of the crest or ridgeline. Those that are, count as being in Cover and can see and be seen.

BUILDINGS

These are sections of the table containing Buildings. We recommend that they be at least 2" apart from each other. Buildings provide Cover for those inside and block sight between figures. Buildings are placed on the table before the game starts.

WOODED AND ROUGH TERRAIN

These include woods and areas of rough terrain. Being inside this terrain provides Cover. Those within 1" of the edge of the woods are considered to be in Cover. They can see out and be seen.

BUILDINGS

The rules for Buildings are intentionally abstracted to allow for a variety of types without having to model each, or pack more figures into them than will fit. Buildings come in two sizes:

- **SMALL** – Buildings with one area that can hold six figures.
- **LARGE** – Buildings with two areas that can hold twelve figures – six in each.

ENTERING AND EXITING

The following rules for entering and exiting Buildings apply:

- Entering or exiting a Building is done at no reduction in movement.
- A Building can be entered or exited from any side

COMBAT

Combat from and into Buildings is handled a bit differently. Let's go over each in detail.

SHOOTING FROM BUILDINGS

Occupants of a Building can fire out of Buildings, from any area and direction.

SHOOTING AT OCCUPANTS

Shooting at occupants inside Buildings is done normally, from any direction, with the target counting as being in Cover.

CHAIN REACTION – BLOOD HORIZON

TABLETOP MOVEMENT

Instead of measuring distances, Characters move by section. Here's how we do it:

- Figures on foot move one section at a time.
- Mounted figures and wagons move up to two sections at a time.
- Movement can be vertical, horizontal or diagonal.
- When entering an enemy unoccupied section the group can be placed anywhere in the section.
 - Usually in Cover and able to see and be seen. This includes inside Buildings, behind Hills, or any other terrain.
- When entering an enemy occupied section place the figures in front of and in sight of the enemy or if needed turn the enemy to face. Place them roughly 6" from the enemy. No need for exact measurements.

Example – My Band activates and I decide to move from section 7 into section 4. I move my Band and occupy a Building inside the section – I can see out, can be seen, and more importantly, am in Cover.

TURN SEQUENCE

Before the game begins, each side chooses a d6 of different colors.

Example – I choose a blue d6 and my friend chooses red.

The attacking or moving side enters the table through sections 7, 8 and/or 9. After they have moved, the PEFs (page 24) are placed. The game now begins with the first turn. Here's how we do it:

- At the start of each turn both dice are rolled. This is called rolling for Activation.
- If you roll doubles, re-roll them.
- The higher score determines which side will activate its groups first.

Example – The two dice are rolled. Blue scores "5" and Red scores "2". I scored higher so I can activate my groups first.

- Only groups with a Leader whose Rep is equal to or higher than their die score can be activated. Groups are activated from highest to lowest Reps with ties activating in the order the player desires.

Example – Since I rolled 5 and activate first, I can only activate groups led by a Rep 5 or higher Leader.

- After the first group has completed all its movement and any reactions have been resolved, the Active side is allowed to proceed to its next group – if there is one.
- After all of one side's groups have been activated, the other side can activate one group at a time based on the result of its Activation die roll.

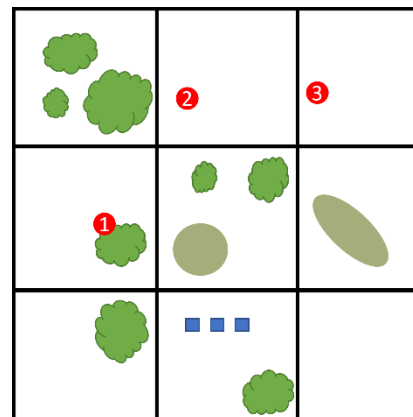
Example – Now it's Red's turn to activate. Since Red rolled 2, they can activate any groups led by a Rep 3 or higher Leader – in other words, all of them!

- After both sides have activated all of their eligible groups and all reactions have taken place the turn is over and Activation dice are rolled again.

CONTACT!

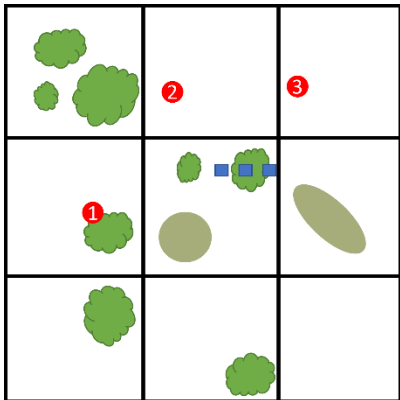
When a group enters an occupied section contact occurs. Here's how we do it:

- If there is one or more PEFs in the section, resolve them (page 16).
- If there is an enemy in the section, go to the Action Table (page 31).

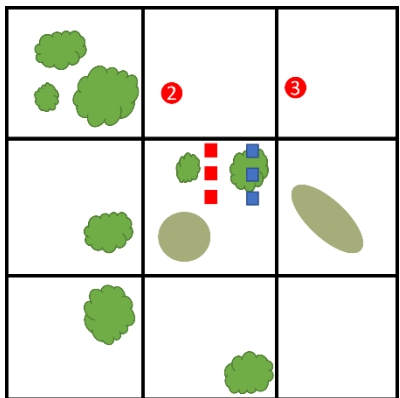


In this picture, I have started the game by moving onto the table into section 8. The three PEFs (page 16) are placed randomly in sections 2, 3 and 4.

CHAIN REACTION – BLOOD HORIZON



I won the Activation roll so moved first and into section 5. I place my Band in the woods, giving me Cover. How I am facing does not matter.



The PEFs now activate and PEF 1 moves into section 5 and resolves as NPCs. They are placed about 6" from my Band and I turn to face them. Movement in the section is simplified in this manner.

INVOLUNTARY MOVEMENT

There may be times when a Character is forced into involuntary movement by a Will to Fight (page 13) result. Here's how we do it:

- **DUCK BACK**– The Character remains in place. Turn it around so its bottom edge is facing the enemy if using counters or its back facing the enemy if using figures. *When Ducked Back it cannot see or be seen by enemies.*
- **LEAVE THE BATTLE BOARD**– Remove the Character from the table.

TABLETOP COMBAT, ETC.

Once contact is made use the Battle Board rules as previously outlined. Think of each section, regardless of size, as a Battle Board!

CHAIN REACTION – BLOOD HORIZON

2	CHALLENGE <i>(Taken vs. Rep)</i> <i>A score of “6” is always a failure</i>
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CIRCUMSTANCE	
EASY: Challenge is Easy. Count a +1d6 bonus.	
DIFFICULT: Challenge is Difficult. Suffer a -1d6 penalty.	
CLASS: Challenger has a Class that will make the Challenge easier. Count a +1d6 bonus.	

#D6 PASSED	RESULT
2	Success! Complete the Challenge.
1	Not sure if you want to try this. Can immediately re-take the test, counting a subsequent result of pass 1d6 as pass 0d6 – or can decide not to try again. <i>If Difficult Challenge, re-roll and count second success as Pass.</i>
0	Failure! Suffer the consequences.

X	DECREASING REP D6
----------	--------------------------

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

CHALLENGE

NPC INTERACTION

X	INCREASING REP D6
----------	--------------------------

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

2	NPC INTERACTION <i>(Taken vs. Rep)</i> <i>A score of “6” is always a failure</i>
----------	---

ATTRIBUTE	
CRUEL: Counts a +1d6 when Interacting with Characters with a lower Rep.	
DIM: Counts a -1d6 when Interacting.	
SMOOTH: Can reroll any 1d6.	
CIRCUMSTANCE	
Citizen – If interacting Character is a Citizen and is interacting with a non-Citizen, count a -1d6 penalty.	
Sweet Talk – Gain 1 additional d6 when Sweet Talking. Gain 1 Decreasing Rep d6 as well	

#D6 PASSED	RESULT
Passed more d6	NPC gives you a favorable result. Gain 1 Increasing Rep d6. If attempt Further Interaction and succeed, can be Recruited. 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.

CHAIN REACTION – BLOOD HORIZON

2	<p>ACTION</p> <p><i>(Taken versus Leader Rep)</i></p> <p><i>A result of “6” is always a failure.</i></p> <p><i>Roll 1d6 – 1, 2, or 3 <u>you</u> gain the Advantage. 4, 5, or 6 they do.</i></p>
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<i>ATTRIBUTE</i>	
<p>STEALTHY: If the Stealthy Character is alone, Opponent counts its Rep at 1 point lower than actual when rolling on the Action Table.</p>	
<p>QUICK REFLEXES: Count Rep at 1 point higher than actual.</p>	

<i>#D6 PASSED</i>	<i>RESULT</i>
More d6	<p>The figures on the side that passed more d6 can:</p> <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.

2	<p>SHOOTING</p> <p><i>(Taken versus Rep)</i></p> <p><i>A result of “6” is always a failure.</i></p>
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<i>ATTRIBUTE</i>	
<p>CRACK SHOT: Roll 3d6 when shooting, counting the best 2d6.</p>	
<p>SPRAY AND PRAY: Count Rep at 1 point lower than actual when shooting.</p>	
<p>SLOW TO REACT: First time firing, if its side won on the Action table, count Rep at 1 point lower than actual.</p>	
<i>CIRCUMSTANCE</i>	
<p>Assassin – Always in Cover.</p>	

<i>#D6 PASSED</i>	<i>RESULT</i>
2	Hit all Targets.
1	<p>Miss:</p> <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. <p>Otherwise:</p> <ul style="list-style-type: none"> • Hit.
0	<p>Miss all Targets:</p> <ul style="list-style-type: none"> • Chargers continue into contact. • Targets return fire.

1	<p>SHOOTING DAMAGE</p> <p><i>(Taken versus Rep)</i></p>
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<i>ATTRIBUTE</i>	
<p>HARD AS NAILS: Once during each Encounter, treat first Obviously Dead result as Out of the Fight instead.</p>	
<p>RESILIENT: Once during each Encounter, treat first Out of the Fight result as Carry On result instead.</p>	

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

ACTION

SHOOTING

SHOOTING DAMAGE

CHAIN REACTION – BLOOD HORIZON

2	MELEE <i>(Taken vs. Rep)</i> <i>A score of “6” is always a failure</i>
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ATTRIBUTE
HARD AS NAILS: Once during each Encounter, treat first Obviously Dead result as Out of the Fight instead.
RESILIENT: Once during each Encounter, treat first Out of the Fight result as -1 Rep result instead.
BOXER: Ignores the first -1 to Rep suffered when fighting melee.
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.

MELEE

WILL TO FIGHT

RECOVERY

2	WILL TO FIGHT <i>(Taken vs. Rep)</i> <i>A score of “6” is always a failure</i>
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ATTRIBUTE
BORN LEADER: Rolls 3d6 counting the lowest 2d6 results.
COWARD: Always the first to Leave the Battle Board regardless of Rep or situation.
NERVES OF STEEL: Always the last 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	If more than 50% Out of the Fight, Obviously Dead, or Left the Battle Board, count as passing 1d6. Otherwise, Carry On.
1	Citizen, Police, Outlaw – Two figures Leave the Battle Board. Duck Backs leave first, then lowest Rep. Hired Goon, Assassin, Exotic – One figure Leaves the Battle Board.
0	Citizen, Police, Outlaw – Whole side Leaves the Battle Board. Hired Goon, Assassin, Exotic – Two figures Leave the Battle Board.

2	RECOVERY <i>(Taken vs. Rep)</i>
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#D6 PASSED	RESULT
2	Character returns to the Encounter.
1	Out of the Fights return to the Encounter. Anyone who involuntarily left the Battle Board does <i>not</i> return to the Encounter or Band.
0	Character does not return to the Encounter or Band.

CHAIN REACTION – BLOOD HORIZON

1 CAMPAIGN MOVEMENT <i>(Read the result as rolled)</i>
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1 RANDOM ENCOUNTERS <i>(Read the result as rolled)</i>
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COUNTER	MOVEMENT	DIRECTION	SPECIAL CONDITIONS
<i>ASSASSIN</i>	1/2d6 Regions	Directly towards player.	If Assassin lost fight, do <u>not</u> move for 1 Week.
<i>PLAYER</i>	3 Regions	Anywhere.	N/A
<i>GOON SQUAD</i>	1d6 Regions	Roll 1d6: 1: The North 2: East Texas 3: California 4: Washington 5-6: Directly towards Player.	Do not stack Goon Squads.

#	INVOLUNTARY	SPECIAL
1	CHILLIN' – Page 18.	AMBUSH – GOON SQUAD. Page 24.
2	ON THE RUN – Page 20.	AMBUSH – ASSASSIN. Page 24.
3	HOLD UP – Page 21.	AMBUSH – GOON SQUAD. <i>Then:</i> AMBUSH – ASSASSIN. <i>No Recovery between each.</i>
4	PURSUIT – Page 22.	
5	DEFEND – Page 23.	
6	AMBUSH – OUTLAW GANG – Page 23.	

X GUN STORE – BUY AND SELL

- You can sell equipment to the Gun Store for half its cost rounded down (minimum 1 Increasing Rep d6).

WEAPON	BUY COST
Knife	1 Decreasing Rep d6
Rifle (R-1)	1 Decreasing Rep d6
Shotgun (S-2)	2 Decreasing Rep d6
Pistol (P-1)	2 Decreasing Rep d6
Big A\$\$ Pistol (BAP-2)	4 Decreasing Rep d6
Automatic (A-3)	6 Decreasing Rep d6
Dynamite (5, single use)	5 Decreasing Rep d6

2 GOON SQUAD REPLACEMENTS <i>(Taken vs. Rep of 4)</i>

#D6 PASSED	RESULT
2	Add one Goon Squad counter to the North with a maximum of two.
1	If no Goon Squads are on the Campaign Map, add one to The North. Otherwise count as pass 0d6.
0	None.

1X3 HIRED HANDS <i>(Read the results as rolled)</i>

- Roll 1/2d6 for number of Hired Hands available.
- Roll 1d6 individually for Class, Rep, and Weapon, then roll for Attribute (page 6).

#	CLASS	REP	WEAPON
1, 2, or 3	Citizen	3	R-1
4 or 5	Outlaw	4	S-2
6	Hired Goon	5	BAP-2

CAMPAIGN MOVEMENT

BUY AND SELL

HIRED HANDS

RANDOM ENCOUNTERS

GOON SQUAD REPLACEMENTS

CHAIN REACTION – BLOOD HORIZON

2 STEALTH <i>(Taken vs. Rep)</i> <i>A score of “6” is always a failure</i>

2 PURSUIT <i>(Taken versus Rep)</i> <i>A result of “6” is automatic failure.</i>

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

<i>#D6</i>	<i>RESULT</i>
PASSED	
2	<i>Carry On!</i> Both sides continue the Pursuit.
1	<i>Losing ground!</i> Reduce current Rep by 1 point. If reach “0” Rep: <ul style="list-style-type: none"> • The Posse abandons the Pursuit. • The Satchel Band stops running.
0	<i>End of the Pursuit!</i> Reduce current Rep to “0” Rep: <ul style="list-style-type: none"> • The Posse abandons the Pursuit. • The Satchel Band stops running.

<i>#D6</i>	<i>RESULT</i>
PASSED	
More d6	Success! Avoided detection by Outlaws, Police, or Hired Goons.
Same # of d6	<i>If opponent Outlaws or Police:</i> Success! Avoid detection. <i>If opponent Hired Goons:</i> Failure! Go to the Action table.
Fewer d6	Failure! Go to the Action table.

STEALTH

PURSUIT