



Chain Reaction 3.0 – Swordplay

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Sample file

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- The “usual suspects” on the THW Yahoo Group for contributing to the growth of CR 3.0 and setting the course.

Sample file

PROLOGUE

CHAIN REACTION 3.0 - SWORDPLAY

By now you may already have downloaded Chain Reaction 3.0, our free set of rules that cover modern combat. If not, hurry on over to the website and pick it up, we'll wait.

www.twohourwargames.com

You back? Good. This set is called CR 3.0 - Swordplay and deals with hand-to-hand combat in the pre-firearms time. This can be used for both historical and fantasy games. You'll see that the format of these rules is identical to CR 3.0 and that both share some common mechanics. Where they do we've duplicated them here so you can use this as a stand-alone game.

Like it's companion set these are very generic and have a limited number of army lists. But the descriptions are clear enough that you should be able to take any figure that you have from any manufacturer and use them with these rules.

We'll be doing some specific, low cost, add on modules that will cover specific periods but for now this is all you'll need to get yourself into gaming as soon as possible.

So here we go and I hope you have fun. Remember fun? That's probably why you got into gaming to begin with!

Be sure to check out the Two Hour Wargames Yahoo Group linked below for answers to questions and free downloads for other THW games.

<http://games.groups.yahoo.com/group/twohourwargames/>

INTRODUCTION

CR 3.0 - Swordplay is a skirmish set of rules that can be played with any figures you may already have. Games are usually finished in two hours or less, hence the company name.

CR 3.0 - Swordplay is a great way to learn the Reaction System used by Two Hour Wargames.

Traditional games use a turn sequence known as "IGO, UGO". This means that I move my figures, fire, we do some melee, and maybe you do a morale test or two.

THW uses what is called the Reaction System. In this system your side *activates* and you move part of your force. That triggers a reaction from parts of my force. I immediately react and this may cause you to react in kind. Here's an example of both systems using one figure on each side.

IGO UGO

Our figures start on opposite sides of a building and are out of sight of each other.

- It's my turn and I move first.
- I move my figure around the corner and see your figure.
- I shoot at your figure.
- You either get hit or not.
- If you get hit I see how bad the damage is.
- If you don't get hit you take a morale test and stay where you are or maybe runaway.
- Now it's your turn,
- If you stay where you are you shoot at me.
- You either hit me or not.
- If I get hit you see how bad the damage is.
- If I don't get hit I take a morale test and stay where I am or maybe runaway.
- Now it's my turn again.

The big thing is I get to move and shoot at you and you can't do anything about it.