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## ***SPECIAL THANKS***

- The Godfathers - Geo “Technomancer” Gibson, “Hannuman the Monkey-God”, Ken Hafer, and Ronald “Baddawg” Strickland
- Kim Allman for the awesome cover. Finally!
- 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](http://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.*

# CHAIN REACTION 3.0 – SWORDPLAY

## THW REACTION SYSTEM

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

- I activate and I move first.
- I move my figure around the corner and your figure can see me.
- You take a Threatened Reaction test.
- Maybe you shoot at me.
- Maybe you shoot at me but rush your shot.
- Maybe you don't shoot at me.
- If you shoot me either you hit me or miss.
- If you hit me I see how bad the damage is.
- Maybe I'm only stunned.
- Or maybe I'm knocked out of the fight or worse.
- But if you miss I take a Received Fire Reaction Test.
- Maybe I shoot you.
- Maybe I Run For Cover for cover.
- Or maybe I run away.
- We continue to fire back and forth at each other until either one of us gets hit, runs out of ammo, ducks back behind cover, or runs away.
- When all the reactions are finished it's your turn.

*The big thing is you get to react to what I do just like in real life.*

There are a variety of Reaction Tests in CR 3.0 - Swordplay but you'll be using only two of them 95% of the time. After a few turns you'll have them memorized and will rarely refer to the rules. It's that simple.

### WORD OF ADVICE

Be sure to read all of the rules before trying to play CR 3.0 - Swordplay. And if you have a question about the rules just keep reading as the answer will be coming along shortly.

## EQUIPMENT REQUIRED

You will need a few things to play Chain Reaction 3.0. They are:

- Six-sided dice, also known as d6. It is best to have at least six of these, and the more you have, the quicker games will play.
- One ruler or measuring device, ideally one device per player.
- Any combination of metal, plastic, or paper figures in a consistent scale of your choice.
- Something to represent buildings and other terrain features.
- A flat surface at least 3'x3' with larger usually being better.

## THE DICE

During the game you will be required to roll dice in a variety of ways. They are:

### PASSING DICE

This way to use the dice is to roll 2d6 and compare each result individually to the Reputation or Rep of each figure taking the test.

If the score is equal or less than the Rep then the figure has *passed* that die. If the score is higher than the Rep then the figure has *failed* that die. Figures may pass 2, 1, or 0d6 when the dice are rolled this way.

Note that there will be times when the figure may roll more or less than 2d6 but the player can never score better than pass 2d6.

*Example – Sir Jim Bob Joe (Rep 4) must take a Received Fire Test. He rolls 2d6 and scores a 1 and a 5. He has passed 1d6.*

### COUNTING SUCCESSES

Another way to use the dice is by rolling them and counting *successes*. When taking a test that uses this method, such as when in Melee, a success is any score of 1, 2, or 3. A score of 4, 5, or 6 is a failure.

*Example: The native dancing girl enters melee and rolls 4d6. She scores a 1, 3, 3, and 4. This translates into three successes.*

# CHAIN REACTION 3.0 – SWORDPLAY

## POSSIBILITIES

You may see numbers in parenthesis such as (1-2). This means that there is a chance of an event happening based on a d6 roll.

*Example – The gang member may be armed with a pistol (1). This means that on a result of 1 when rolling 1d6 the ganger has a pistol.*

## READING AND ADDING THE DICE

And sometimes you simply read the result of the d6 for what it is and add the scores together.

*Example – On the Terrain Generator Table I roll a 3 and a 6 for a total of 9.*

## HOW MANY D6?

How many d6 do you roll? This is found by looking in the upper left corner of each table. There will be a number that tells you how many d6 should be rolled. This will usually be 3, 2, or 1 or maybe a word like Rep or Target. That means roll 3, 2, or 1d6 or 1d6 for each point of whatever word it is.

*Example – A Berber Horseman (Rep 4) is approaching a Roman Legionnaire (Rep 5). The Legionnaire must roll a threatened Test so tosses 2d6. They later go into melee and see the word Rep on the Melee Table so they each roll 1d6 per point of Rep. The Berber will roll 4d6 while the Legionnaire will roll 5.*

## BASING FIGURES

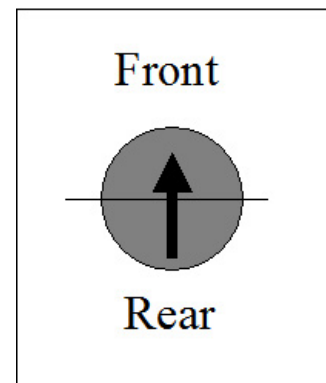
Each figure represents one real man. The easiest way to base 25mm figures for CR 3.0 - Swordplay is 1 figure on a 1" round or square base as either style will work. When using figures mounted on horses or similar simply use the smallest base necessary.

Figures previously mounted for other rule systems will also work.

## DEFINING FACES

Charging onto the rear of an enemy or shooting to its rear depends upon the actual physical location of the attacker.

To qualify as a rear attack the attacker must begin and end its movement behind the front facing of the target. The front facing is defined as 90 degrees to the left and right of the way the figure is facing.



## FIGURES AND TERRAIN

Literally hundreds of figures can be used with CR 3.0 - Swordplay. *There aren't any official figures so play with what you already have.*

You can choose from metal figures, plastic figures, or even paper figures. Sizes range from 6 mm to 54 mm and everything in between. The best part is that you can use any of them and still play CR 3.0 - Swordplay. If you don't already have figures, you can find them in gaming stores, at conventions, or online.

Finding terrain can be handled the same way or you can build them from scratch. Some very nice paper terrain is available online that will work just fine. I use eBay as one source for terrain; it is also a good way to find painted figures.

Perhaps the best form of guidance will come from joining the Two Hour Wargames Yahoo Group and asking your questions there.