

Chain Reaction TUMOR Quick Reference Sheet

Totally Unauthorized Modification Of Rules 4/13/2006

In Sight Test 2D6 vs. Rep

Inactive Pass 2 shoot first
Active Pass 2 shoot next, before, during,
or after movement
Active figure(s) complete movement
Inactive Pass 1 shoot next
Active Pass 1 shoot next
Pass 0 cannot shoot

Received Fire Test 2D6 vs. Rep

Pass 2:
Charging: continue
Outgunned or unable to fire: duck
Others: can finish movement and then
fire
Pass 1:
Chargers that can fire: must stop
charging and fire
Outgunned: duck
In cover: either fire back or duck
Others: duck
Pass 0:
Chargers or in cover: duck
Others: Run Away

Charge Test 2D6 vs. Rep

Pass 2: Charge (16 inch)
Pass 1:
In cover, stay there and fire
Others charge (16 inch)
Pass 0:
In cover, duck
Others remain in place, cannot fire

Being Charged Test 2D6 vs. Rep

Pass 2: Stand and fire
Pass 1:
In cover: stand and fire
Charged from rear: Run Away
Others: stand but cannot fire
Pass 0:
In cover: stand but cannot fire
Others: Run Away

Fast Move Table 2D6 vs. Rep

Pass 2: 16 inch move
Pass 1: 12 inch move
Pass 0: 8 inch move

First Aid 2D6 vs Wounded Fig's Rep

Pass 2: Figure Becomes Stunned
Pass 1: Figure is out for rest of game
Pass 0: Figure is Dead

Rally Test (Recover from Run Away)

Pass 2: Stop Running Away
Pass 1: If in cover, stop Running Away
Others continue Running Away
Pass 0: Continue Running Away, and
can never rally

Outgunning (see Received Fire Test)

The "Outgun" column in the weapons table gives a numeric rating to compare weapons for "Outgunning" each other. Some rules of thumb:

Explosive and flame weapons outgun everything.
Belt-fed weapons outgun magazine-fed weapons.
Non-belt-fed automatic weapons outgun semi-auto and bolt-action weapons.
Any firearm outguns a bow.
Any firearm outguns an unloaded weapon

NOTHING outguns a spear or knife, i.e., if the figure has no firearm at all; but just because it's not outgunned doesn't mean it's going to do all that well (remember what Sean Connery said in the Untouchables).

Shooting (Traditional)

1D6 per Shot plus Shooter's Rep

7 or less: Miss

8: Miss if target in Cover, Prone, either side Fast Moving, second or higher target; otherwise, Hit

9: Miss if target in Cover, third or higher target; otherwise, Hit

10 or more: Hit

Two or more natural ones in one combat (not one activation) causes a weapon to run out of ammunition.

Melee Table

Both sides roll 2D6 vs. Rep; Subtract one from Rep if two enemy figures, subtract two if three or more

Winner Passes 2 more than Loser:

Loser Dead

Winner Passes 1 more than Loser:

If Loser was Stunned, Loser is Dead

Else Loser is Hit: see Damage Table

Both Pass Same, but Winner has higher passing die:

Loser is Hit: see Damage Table

Damage

Roll 1D6 per Hit

If less than or equal to weapon impact, dead;

else if greater than target Rep, Wounded; else Stunned.

Shooting (Alternate)

Roll 1D6 per Shot Fired vs. Shooter's Rep, modified as follows:

Target in Cover: -2

Target Prone: -1

Target or Shooter Fast Moving: -1

More than one Target: -1

Each Pass is a Hit; two or more sixes (not ones) causes a weapon to run out of ammunition.

Reminders

It takes one full activation to:

Reload a weapon

Switch weapons

Recover from Stun

Perform First Aid

Rally from Run Away

If a figure does any of these, it cannot do anything else, including move.

First sight test is taken by all moving active figures and ALL enemy figures that can see them during their move.

Movement includes un-ducking.

Ducking must be to a point in cover no closer to the shooter; a figure that ducks cannot see or be seen by the shooter, so when it pops back up, it's a First Sight Test.

Weapon Characteristics

Weapon	Range	Tgts	Impact	Outgun Rating
Knife	HTH	1	2	N/A
Spear	HTH	1	3	N/A
Bow	12"	1	1	0
Pistol	12"	1	1	1
SMG	24"	3	2	1
Rifle	48"	1	2	2
Aslt Rfl	48"	3	2	2
BAR	48"	4	3	2
.30 MG	48"	6	3	3