

# A Chain Reaction 2 Game

## Wild West Zombies

For my first game of Chain Reaction 2, I thought I would try a zombie game and since I have plenty of western figures and terrain I had an opponent.

**Situation:** Rancher Herb Spencer has not received his monthly re-supply; he and couple of his boys have come to town to settle things once for all with that damned store keeper. Their horses would not come closer than a mile to town, so they have had to walk the last mile as they near the edge of town they are shocked, the town looks deserted.

After a brief discussion they head to the hotel, if any one is left that's where they'll be found, or so they hope.

Characters:

				
Herb Spencer Rep 3 Shotgun, BA Pistol	"Boss" McGriff Rep 5 Carbine, BA Pistol Leader	Wyatt Smith Rep 4 Carbine, BA Pistol	Sam Jones Rep 4 Carbine, BA Pistol	Tom Tooney Rep 4 Carbine, BA Pistol

Turn 1 & 2 The Cowboys move down the street.



Turn 3 (Zombies 6, Cowboys 3): The Cowboys continue their move down the street, behind the Hotel they notice something. McGriff, Wyatt and Herb all take “in sight checks” (6, 6, 3) and all pass 1d6, as they are moving there is no firing. No firing so no new zombies.



Turn 4 (Zombies 6, Cowboys 5): McGriff as leader activates all, they move and shoot, except Herb he just moves, resulting in 3 obviously dead and 3 knocked down

Turn 5 (Zombies 5, Cowboys 3) Herb moves and fires emptying both barrels one dead, two knocked down, Tom moves and misses two shots on a downed zombie, Wyatt moves and fires two shots on a downed zombies killing it, Sam moves and puts two shots into a down zombie and kills its, McGriff moves upstairs and fires two shot into the last zombie missing it. No new zombies are attracted to all the gunfire.



Turn 6 (Zombies 3, Cowboys 3): Herb reloads his shotgun. No new zombies as there was no gunfire.

Turn 7 (Zombies 5, Cowboys 5): No new zombies as there was no gunfire.

Turn 8 (Zombies 4, Cowboys 6): The lone zombie rises to its feet.

Turn 9 (Zombies 1, Cowboys 4): Herb and Sam move in front of hotel. Tom shoots the zombie twice knocking it down, Wyatt walks over and auto kills it. McGriff enters the upper floor of the hotel and encounters a Zombie, both take "insight checks", both pass 1D6 as the zombie can not shoot, it instead charges, McGriff takes a being charged test and passes 2D6 and takes a shot at it and misses McGriff wins the melee with the zombie, but only knocks it down. No new zombies appear this turn.



Turn 10 (Zombies 5, Cowboys 5): No new zombies as there was no gunfire.

Turn 11 (Zombies 6, Cowboys 2):

Herb steps back, Tom does nothing, Sam enters the ground floor of the Hotel and finds a zombie, both make insight checks, both pass 1D6 as it is to Sam's flank he runs away, McGriff auto kills the upstairs zombie, and five new zombies appear.



Turn 12 (Zombies 2, Cowboys 1): The ground floor zombie exits the hotel and charges Tom; he passes 0D6 and runs away. The new zombie horde comes around the corner. Herb rushes forward and empties both barrels again only knocking down two zombies, Sam attempts to rally but only passes 1D6 and runs into the Sheriff's office, and fortunately it is unoccupied. Wyatt moves and sends two bullets at the deadite that scared Tom, but misses, McGriff comes out of the upper floor of the Hotel, sees Wyatt miss and puts two bullets into the same zombie, but all he does is knock it down. Four new zombies arrive behind the Hotel.



Turn 13 (Zombies 2, Cowboys 4): McGriff activates Herb and Wyatt, Herb falls back in front of the bank and shoves two more shells into his shotgun, Wyatt moves and auto-kills the zombie in front the Bank, McGriff moves to Wyatt's side and shoots at 2 zombies, missing both, the other zombies move. Three new zombies arrive from beside the sheriff's office.



Turn 14 (Zombies 4 Cowboys 6): Tom flees from this town, two zombies charge McGriff and Wyatt; both pass 2D6, Wyatt shoots and misses, McGriff shoots and kills his target, they knock it down during the melee, the other zombies move closer some down the street some down the alley next to the Hotel. Five new Zombies appear again beside the Sheriff's Office.



Turn 15 (Zombies 5, Cowboys 6): Everyone or everything twiddles their thumbs. No new zombies as there was no gunfire.

Turn 16 (Zombies 3, Cowboys 2): McGriff is charged from the flank by one zombie (the other three are seven or more inches away so they just move forward), passes 2 and turns and shoots misses knocks the Zombie down during the melee, Herb forgets to check when the zombie came into sight. Three zombies in the street charge Wyatt and McGriff both pass 1d6 as McGriff was charged from the flank he runs away, Wyatt fires twice and knocks one down, during the melee he knocks down the other two. Herb activates and fires both barrels killing a zombie and begins a retrograde move towards the edge of town, Wyatt fires two rounds knocking down a zombie and also begins falling back towards the town's edge. Sam Attempts to rally and passes 2d6 and unwisely exits the Sheriff's office by the front door, fortunately only one zombie can see him and they both make in sight checks, Sam passes one the zombie passes two, and charges Sam who shoots it dead. Five new zombies appear.



Turn 17 (Zombies 6, Cowboys 2): Herb and Wyatt continue their withdrawal, Sam hauls ass behind the Sheriff's office, and McGriff attempts to rally passes 1D6 so continues his flight.  
No new Zombies as there was no gunfire.

Turn 18 (Zombies 6, Cowboys 2): *Deja Vu*; Herb and Wyatt leave town, Sam moves parallel to the street keeping buildings between him and the zombies, McGriff attempts to rally and passes 2d6 and bravely leaves town. No new Zombies as there was no gunfire.

Turn 19 (Zombies 1, Cowboys 2): Zombies mill about, Sam runs in front of the livery stable and back on to the main street, No new Zombies as there was no gunfire.



Turn 20 thru 23 resulted in no movement for either side. No new zombies as there was no gunfire.

Turn 24 (Zombies 2, Cowboys 4): Sam finally leaves the table. Their town once again unsullied by the living the zombies wander away. No new zombies as there was no gunfire.



It was surprising that no cowboys were killed. There were a lot of turns where nothing happened.

The only changes I made:

When zombies take "in sight" checks, instead of shooting they charge.

All the cowboy's pistols were made BA Pistols (not that any one actually used one) as they ain't using puny little nine mil.

The cowboys suffer from tight ammo.

Whenever a cowboy entered a building he rolled a D6 on a 4-6 a zombie was inside.