



Rebel Minis Presents

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# Day of The Scourge



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A Supplement for  
Chain Reaction 3.0



Sample file

# THE SCOURGE – A SUPPLEMENT FOR CHAIN REACTION 3.0

## THE SCOURGE

Not much is known about the alien race, The Scourge. First detected entering the Sol System, scientists believed that the craft was a rogue comet, headed directly towards Earth. It was only when the craft slowed and drew into an orbit around the planet, that scientists realized that this was a First Contact. In later years, the people of earth would wish that it had been a comet.

### The Scourge Miniatures

You can get 15mm Scourge miniatures and other miniatures for this supplement at [www.rebelminis.com](http://www.rebelminis.com)

### Chain Reaction 3.0

You must have the Chain Reaction 3.0 core rulebook to play this scenario. You can download Chain Reaction 3.0 for **Free** at <http://www.angelfire.com/az3/twohourwargames/CR3.0.htm>

## REPUTATION

The Scourge have a Rep of 4.

## ATTRIBUTES

The Scourge has the following Attributes.

**Targeting** - When firing their weapon they ignore any concealment or cover penalties.

**Brick House** - Any result of OOF or OD scored by a shooter on a Scourge will instead count as a Knocked Down. Any result of OOF or OD resulting from a Recover From Knock Down test will count normally.

## WEAPONS

The Scourge advance parties are armed primarily with the MR-910 Blaster.

**MR-910 (S-AR)\*** – MR-910 has a range of 24", Target of 1, and has an Impact of 4. Due to its explosive blast the ME-910 will has an Outgunned Ranking of 5.

\* *Scourge Assault Rifle - Recovered MR-910s have been found to be inoperable when detached from the Scourge owner. This leads one to believe that the rifle is a biological extension of the actual original owner.*

## FIRING TWO WEAPONS AT ONCE

The Scourge will *not* use two weapons even if it is possible.

## MELEE WEAPONS

The Scourge does not carry any melee weapons but due to their nature they will count as having a Two Handed Weapon when in melee.

## LISTS

### SCOURGE LIST

- The Scourge will either be encountered alone (1), in a group of three (2-3), or in a five member advance party of five. Apparently, all Scourges are identical and there is zero information to the contrary.

Scourge				
Recruit	Type	Rep	Weapon	
na	Scourge	4	S-AR	

## REACTION TESTS

The Scourge does not behave like other Aliens and humans. They will only take the following reactions and are immune to any other.

### FOCUS

The Scourge will always fire at the closest target instead of taking the Focus Test.

- Taken when active.

### FAST MOVE

The Scourge may only move their normal move of 8". They cannot Fast Move but ignore all terrain movement penalties.

- Not taken.

### IN SIGHT

The Scourge take In Sights normally, with the exception that their LOS *always* extends the length of the table and is not subject to night or inclement weather penalties.

- Taken only when inactive.