

# Schools Out

## A Chain Reaction 2 battle report

This is an after action report of a Chain Reaction 2.0: Fully Loaded playtest. It involved a military squad inserted into a recently over run area. Their mission was to find and rescue a small group of school children and their teacher, before the Bugs did.

They found them easy enough and escorted them to the pick up site in an abandoned town. Once in place they were to signal for a pickup and then the whole group could be airlifted out.

Unfortunately, Cen-Com had reports of Bug movement towards the town. It was going to be close.

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### Entering Town

Turn 1 the ten man squad moved the 8 children and teacher down the main street. The squaddies had taken up a loose perimeter watching for signs of Bug activity as they made their way to the center of town.



### Pick up zone

Turn three showed no hostile activity and the group made it to the pickup point. Two members climbed the roof to get a better view of the surrounding area, the children grouped together while the soldiers set up a picket line.

The LT instructed the message for pickup to be sent. All they had to do now was wait.

"Ground break!" One of the soldiers on the roof shouted the warning of a Bug hole eruption to the west of their position. Things were heating up fast!

## "Open Fire!"

The marine line erupted in fire with the flamer doing lots of damage. Burnt Bugs stung the squadies noses as the rat-a-tat-tat of small arms fire added to the inferno.

Those hit by the flamer shriek and die while those hit by the ARs either drop to the ground in death or rear up, staggering under the weight of fire, yet trying to turn marines into pink mist.



## Fall Back

Soon the Bugs are stopped, some diverted to the left by the fire. The LT orders the men to form a firing line perpendicular to the Bugs line of advance. This leaves an open path to the children and their one marine guard, but the intense fire from the marines occupies the Bugs interest. Hopefully they can draw them away from the safe house.

"LT, LT! Pick up in five minutes!" yells the radio man. Looking down the flamer squaddie realizes

he only has one or two more bursts, but it seems the Bugs are falling back.

But to the left two Bugs have skittered around the end of the line, one squaddie on two Bugs. Bad odds. As one Bug goes down the other tears into the lone marine. Twisted like a rag doll he's tossed to the ground. The Bug moves in for the kill and blam, blam, blam. The ARs from the roof tops tear it to pieces. As his fellows rush to his side they hear... "Ground break!"

## Second Bug Hole!

A quarter mile to the south another Bug hole pops up. Its like the LT had feared, one hole leads to another.

By now the first hole has played out, the stragglers limpng back in defeat. But the fresh Bugs come swarming down the road.

"Go, go go!" the LT shouts. "Move the line!" The building with the children are between the marines and the new wave of Bugs. As the line moves forward the radio man shouts, "LT! Pickup on the line!"



"LT, this is Falcon Four. It looks bad John, I need a clear space to land. You need to clear the crossroads and fast. Bird Dog is picking up another Bug hole to the east. 67% probability. Over."

"I'll need some time to clear the road. How much air time you got left? Over."

"Ten minutes over the town tops. Over."

"They're getting closer sir. 300...200...150."

"Falcon Four. Hellfire. I repeat Hellfire. Over"



"Red Asphalt Run"

Roger John. Your call." The CT increased speed as it began to drop altitude. "Hold out if you can and we'll try tomorrow. Good luck! Over."

"Roger Nate. Give 'em hell!"

## HELLFIRE!

The Captain flipped the switch and came in hard and fast. The CT was originally built for ground support and performed perfectly. "Eat sh\*t Bugs!" Nate muttered as the CT unloaded its deadly payload. The two Hellfire cannons blazed away as the Bugs screamed and died in a hellfire of fire and brimstone, the few survivors staggering dazed and bloodied.

Nate looked back as the CT pulled out of its dive and banked towards the base. Tuning in the radio he heard from below, "We got Ground Break!"

I left the battle with the marines holing up in the upper floor of the brick building while the children huddled downstairs. The third Bug hole hit the turn after "Hellfire" and the marines were dealing out huge casualties but this time taking some themselves. At battles end there were six squaddies left, LT and two others were dead, while one other was badly wounded. The Bugs had been stopped for now.

