CHAPTER 3 · POST-GAME · FORM SW28-CA-3

03 POST-GAME SEQUENCE

1. Log **Merits**
2. Exploration phase
3. **Out of Action** models roll Injury
4. Check **Merit** thresholds for Promotion rolls
5. Buy/sell equipment at Trading Post
6. Dismiss models (optional)
7. Replace dead models (free)
8. Move items between models or to Lockers
9. All models restore full **Health**
10. Performance Review: models that left or fled take d6 damage. Models that used **Rage Stim** take d4 damage

K3.1 MERIT SOURCES

Each model tracks its own **Merits**. Hostiles do not generate **Merits**. Additional mission-specific **Merits** are defined in each mission.

SOURCE	MERITS	WHO
Enemy player model **Out of Action**	1	Model that scored the kill
Enemy **Boss** **Out of Action**	+1	Same model (bonus)

EXAMPLE · ONE POST-GAME

Dov has 3 **Merits**. He puts an enemy **Boss** **Out of Action** (1 **Merit** for the kill, +1 for the **Boss**), then goes **Out of Action** himself. Step 1: he logs 2 **Merits**, now 5. Step 2: the squad's five **Wits** rolls total 31, Above Quota, +20 subs. Step 3: his Injury roll is 9, Hobbled, **-1" Move**. Step 4: 5 **Merits** pass the threshold of 4, so he rolls 2d6 for Promotion: 8, Training, **+1 DT** **Wits**.

K1.1 BOARD

2' by 2' with dense terrain. No model should have clear LoS across the entire board. At least half of all firing lanes should offer **Cover**. Avoid open lanes longer than 12". Scatter cover to create multiple approach paths. Hostiles act as third-party threats.

K1.2 SETUP

Boss Roll-off: Roll your **Boss**'s **Wits** vs. opponent's **Boss**'s **Wits**. The winner is **First Player** for the entire setup.

Standard Deployment: Deploy on the table edge.

1. **Loot:** Second Player places first. Alternate placing **Loot Markers** per the rolled Loot Layout.
2. **Coworkers:** First Player places first. Alternate placing Coworkers per the rolled Coworker Setup.
3. **Table Edge:** First Player picks table edge (unless Advantages override).
4. **Deploy:** Second Player deploys first. Alternate placing one model at a time per the rolled Deployment.
5. **First Draw:** First Player draws the first Activation Token.

Corner: A 4" by 4" square zone in the corner of the board.

Game Length: Minimum 5 rounds. End of Round 5, roll d6: ends on 3+. End of Round 6: ends on 2+. Ends automatically after Round 7.

Hostiles: Unless a mission says otherwise, spawned hostiles arrive at round start at the rolled Spawn Location (see below). Roll the Hostile Type once at setup; every spawn in that mission uses that faction.

Mission Exits: Exiting the board for a mission objective is not **Flee**. No Performance Review penalty.

Trigger Missions: The first time a squad reaches 5 or more **Evidence**, play The Signal instead of rolling the generator (once only). While a squad has 8 or more **Evidence**, it may play The Source instead of a generated mission to attempt campaign victory. Resume the generator otherwise.

Tiebreaker: Most surviving models. Still tied: Defender wins.

Mission Markers: Defender places all markers (3"+ from edges). "At center" means the geometric center (12" from each edge). Place as close as possible if terrain blocks.

Placement order: Place objectives first; a **Loot Marker**, Coworker, or Hostile within 1" of one shifts to the nearest clear spot so objectives stay reachable.

Deployment edge: the table edge you deploy along; with no edge (Center), use the nearest board edge.

K1.3 MISSION GENERATOR

CALCULATE EVIDENCE GAP

- ▸ Total: **Evidence** + **Leads**
- ▸ Subtract lower total from higher
- ▸ **Aggressor:** squad with higher total
- ▸ **Defender:** squad with lower total
- ▸ Tied: higher **Evidence** wins. Still tied: random

EXAMPLE · EVIDENCE GAP

Squad A holds 4 **Evidence** and 3 **Leads**: total 7. Squad B holds 2 **Evidence** and 1 **Lead**: total 3. The gap is 4, so A is the Aggressor and B the Defender. The 4+ row gives 1 Setup advantage, 1 Tactical advantage and 1 more from either table.

Roll each table in order. See Missions (Vol. 5) for full rules and rewards. Roll d12 for mission (missions are numbered).

K2.2 INTERROGATE

Within 1" of target. **Wits** vs. **Wits** (opposed). **+1 DT** if the Coworker is wounded. Success: remove the Coworker.

2D4	RESULT	EFFECT
2	False Data	Lose 1 **Evidence**
3	Misdirection	Nothing learned. The model gains a bonus action
4	Bribe Offer	10 subs
5	Rumor	1 **Lead**
6	Cooperates	1 **Evidence**
7	Talkative	1 **Evidence**, +1 **Lead**
8	Full Disclosure	1 **Merit**

EXAMPLE · INTERROGATE

Teodor has **Wits** 2d6 and rolls 5 and 3: 8. The Data Clerk has **Wits** 2d8 and rolls 4 and 2: 6. Teodor wins and removes the Coworker, then rolls 2d4 on the table: 4 and 2, Cooperates. That is 1 **Evidence**, left unrecorded until the post-game.

K2.3 RECORDING EVIDENCE

All **Evidence** is recorded the same way, after the game. **Evidence** from **Search** or **Interrogate** stays unrecorded until then; the mission winner also gains 1 **Evidence** to record (unless the mission states otherwise). To record one **Evidence**: choose how many **Leads** to spend (lost), then roll d10 for its type. Types are abstract: the d10 result is the type. Name them if you like. A unique final roll records that new **Evidence** type. A duplicate rerolls once per **Lead** spent; a duplicate final roll gains 1 **Lead** instead.

K2.4 LOSING EVIDENCE

When an effect says lose **Evidence**, the owner chooses what to lose: an unrecorded **Evidence** or a recorded type, one per **Evidence** lost.

CHAPTER 2 · EVIDENCE · FORM SW28-CA-2

02 GATHERING EVIDENCE

Start the campaign with 0 **Evidence** and 0 **Leads**. Both persist between games.

K2.1 SEARCH

Within 1" of **Loot Marker**. Roll **Wits** vs. 2d6. Success: remove the marker.

D20	FINDING
1	Random Grenade
2	Random Light Armor
3	4 subs
4	Random Melee Weapon
5	6 subs
6	1 Evidence
7	Random Consumable
8	8 subs
9	Random Ranged Weapon
10	1 Evidence, +1 Lead
11	Random Medium Armor
12	1 Evidence
13	Random Gear
14	12 subs
15	Random Heavy Armor
16	15 subs
17	1 Merit
18	20 subs
19	1 Evidence
20	Roll twice (ignore 20s)

EXAMPLE · SEARCH

Pike has **Wits** 2d4 and rolls 3 and 4: 7. The marker rolls 2d6: 2 and 5, also 7. The lower **DT** wins ties, so Pike's 2d4 beats the marker's 2d6. He removes the marker and rolls d20 on the table: 14, 12 subs.

DEPLOYMENT

D6	TYPE	RULE
1	Standard	Opposing edges
2	Flanked	Same edge, opposite corners
3	Corners	Opposing corners
4	Split	Aggressor splits between two adjacent edges, Defender deploys in opposing corner
5	Center	Defender deploys within 3" of center, Aggressor picks edge
6	Crossfire	All 4 corners. Aggressor picks first, then alternate

COWORKER SETUP

D6	SETUP
1	Swarm tier, within 6" of center
2	Swarm tier, random board edge
3	Normal tier, 4"+ from center (not more than 8")
4	Elite tier, alternate placing anywhere (6"+ from edges)
5	Normal tier, within 3" of any Loot Marker (no markers: center)
6	Elite tier, within 3" of center

COWORKER MODIFIERS

D6	MODIFIER	EFFECT
1	Standard	No modifier
2	Skittish	After failed **Interrogate**, this Coworker **Flee**s
3	Buddy System	Need 2 friendly models within 1" to **Interrogate**
4	Grudge Holder	After failed **Interrogate**, becomes Hostile
5	Talkative	Double the Coworker: **+1** to result. Triple+: **+2**, etc.
6	Claustrophobic	Becomes Hostile if 2+ models within 1"

HOSTILE TIMING

D6	TIMING	SPAWNS
1	Early	Round 1 (**Swarm** tier), Round 2 (**Normal** tier)
2	Standard	Round 2 (**Normal** tier), Round 4 (**Elite** tier)
3	Late	Round 3 (**Swarm** tier), Round 5 (**Swarm** tier)
4	Waves	Round 1 (**Normal** tier), Round 4 (**Elite** tier)
5	Surge	Round 2 (**Normal** tier and **Elite** tier)
6	Ambush	Round 1 (**Elite** tier), Round 3 (**Normal** tier)

LOOT LAYOUT

D6	LAYOUT	RULE
1	Scattered	5 markers. Alternate placing (6"+ from edges, 3"+ apart)
2	None	No `Loot Markers` this mission
3	Central Cache	3 markers within 3" of center (alternate placing)
4	Edge Stash	4 markers within 6" of a non-deployment edge (alternate placing)
5	Trail	4 markers along centerline (evenly spaced)
6	Heavy Drop	5 markers: 1 in center + 1 at each 6" diagonal (6" from center)

HOSTILE TYPE

D6	FACTION
1	Scrapers
2	Feral Crews
3	Wave Callers
4	Static Wraiths
5	Feral Automata
6	Cable Feeders

SPAWN LOCATION

Roll Spawn Location each time hostiles spawn.

D6	LOCATION
1	Random board edge without a deployment zone (if every edge has one, any random edge)
2	Center of board
3	Nearest edge to last `Search` or `Interrogate` action (none yet: random)
4	Nearest board edge to any Aggressor model
5	Random direction, d4" from center
6	Random direction, d4+2" from center

LOOT MODIFIERS

D6	MODIFIER	EFFECT
1	Standard	Normal **Search**
2	Decoys	**+1 DT** to **Search**. Half are fake. Placer decides. Reveal on **Search**
3	Timed	Normal **Search**. All markers removed at end of Round 4
4	Heavy	**-1 DT** to **Search**. All markers Heavy. 2 friendly models within 1" to **Search**
5	Trapped	Normal **Search**. Fumble deals d6 damage to searcher
6	Contaminated	**-1 DT** to **Search**. Carrier takes 1 damage per round

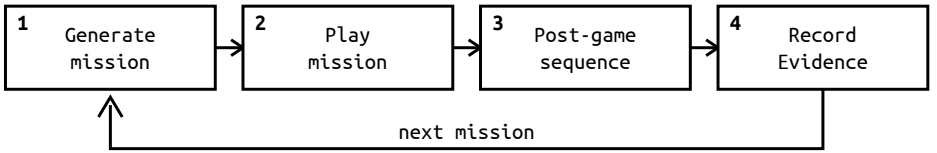
K1.4 EVIDENCE GAP ADVANTAGES

GAP	ADVANTAGES
0-1	None
2-3	Roll 1 Setup + 1 Tactical
4+	Roll 1 Setup + 1 Tactical + 1 from either

SETUP ADVANTAGES

D6	ADVANTAGE
1	Redeploy one Aggressor model to a new valid position
2	Choose deployment edge first
3	Defender chooses hostile spawn location this mission
4	Place 2 terrain pieces before deployment
5	Defender places all `Loot Markers` (ignore normal placement rules)
6	Place all Coworkers (ignore normal placement rules)

TACTICAL ADVANTAGES

D6	ADVANTAGE
1	Defender deploys last (after all Aggressor models)
2	Hostiles target Aggressor until Round 3
3	Defender's `Boss` gets `+1 DT` `Defense` this mission
4	Defender draws first Activation Token in Round 1
5	First hostile spawn delayed by 1 round
6	One Defender model starts with a free `Search` (roll immediately, keep result)

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