

BETWEEN GAMES · PROMOTION, ROSTER, TRADING POST

PROMOTION

2D6	RESULT	EFFECT
2	Demotion	-1 DT to the lowest attribute
3	Bonus	+1 max Health
4	Transfer	+1" Move
5	Clearance	+1 DT Combat (or Power)
6	Coverage	+1 DT Defense
7	Promotion	Pick: +1 DT any, +1" Move, +1 Health, or Power
8	Training	+1 DT Wits
9	Raise	+1 DT Combat (or Power)
10	Benefits	+2 max Health
11	Relocation	+2" Move
12	Fast-track	+1 DT to two different attributes

"Nine artifacts. That's the threshold. After that, the Departments stop pretending you're expendable and start pretending you're important. Your subscription renews either way. The question is whether you remember what you found down there. Most don't."

Human Capital Retention Advisory

RECRUITMENT

Squads always have 5 models. Replace dead models for free. New **Resources** start with base attributes and no equipment. Models that miss a game stay home: play with fewer models. Remove any model voluntarily: equipment goes to Lockers.

BOSS SUCCESSION

If **Boss** dies, promote a **Resource**. They keep their contract type but become the **Boss** for morale. Pick one:

- Gain **Both** weapon access
- Gain +1 max armor (from Light to Medium to Heavy)

TRADING POST

Buy equipment at listed price. Sell at half price. Store unused equipment in Lockers between games (no limits). Choose what each model carries before each game.

CAMPAIGN VICTORY

First squad to collect 9 unique **Evidence** types wins.

FIELD OPERATIONS: THE UNTETHERED INVESTIGATION

PLATE III



CAMPAIGN

The mission generator, Evidence, injuries, promotions and the road to the Source. The missions are in Vol. 5.

CREDITS

Rules and design: LuisMars. Plates: public-domain (CC0) book illustrations, sources listed at sacredwire28.com.

LICENSE

CC BY-SA 4.0. Copy it, print it, change it; credit it and share alike.

FORM

SW28-CA

REVISION

0.9.0-BETA

CLASS

PUBLIC

ISSUED BY

RESOURCE ALLOC.

01

CAMPAIGN

1 · CAMPAIGN

0.9.0-beta

Open Distribution Statute: CC BY-SA 4.0

The Untethered are spreading. What began as scattered heresy in the lower tiers has become coordinated, cell by cell. Open Channel broadcasts grow bolder each cycle, promising liberation from cables and subscriptions. The signal reaches further than it should. Something is answering.

The Departments smell opportunity. Resource Allocation wants whatever the Untethered found in the Roots. Revenue Operations wants the salvage rights. Human Capital wants the converts for reeducation. Security & Compliance wants the heresy crushed before it spreads further. Each Department sends their own squads. Each Department expects results. None of them share intelligence.

Your squad investigates. Recover data-slates from dead drops. Confiscate transmitters before the signal spreads. Interrogate cultists who would rather die than talk. The Departments pay well for artifacts. They pay better for Founders' secrets. They pay best for silence about what you find down there.

The deeper you go, the stranger the evidence becomes. The Untethered aren't just receiving signals. They're answering them. And something in the Roots is listening. Something that remembers the time before the Tethering. Something that has been waiting six hundred years to speak again.

Fail and your subscription drops. Succeed and someone else claims the bonus. Defect and you become the next contract. The Departments always need more bodies. The Departments always need more silence. The investigation continues until someone finds the source. Or until the source finds them.

THE SIGNAL CRISIS DESTROYED THE OLD WORLD. Do not let it destroy this one.

Conduit Authority Public Advisory

K3.2

EXPLORATION

Each surviving model rolls **Wits**. Sum all dice totals.

TOTAL	RESULT	SUBS
1-5	Marginal Returns	0
6-10	Standard Haul	+5
11-15	Fair Extraction	+10
16-25	Acceptable Yield	+15
26-40	Above Quota	+20
41-60	Surplus Discovery	+25
61+	Windfall Dividend	+30

K3.3

INJURIES

2D6	RESULT	EFFECT
3 or less	Terminated	Remove from squad. Its equipment goes to Lockers
4	Degraded	-1 max Health
5	Scrambled	-1 DT Wits
6	Exposed	-1 DT Defense
7	Scarred	No effect
8	Diminished	-1 DT Combat
9	Hobbled	-1" Move
10	Sidelined	Miss next game
11	Glitch	No effect
12	Reviewed	No effect

Promotion Thresholds: 1, 2, 4, 7, 11, 16, 22 **Merits** (gap increases by 1 each time)

Attribute Limits: 2d4 min, 2d12 max. Max **Health** at 0 or below: remove from squad.

3 · POST-GAME