C4.19 MORALE

- When **Boss** goes **Out of Action**: all friendly models immediately test **Wits** vs. 2d6
- If a friendly model is within 3", add **+1 DT** to the test
- Fail: **Flee** (move toward the nearest edge, cannot act, exits if it reaches the edge)
- Any **Fleeing** model, whatever the cause, retests at the start of each activation until passed

EXAMPLE · MORALE

Ines Okafor goes **Out of Action**, so every friendly model tests **Wits** against 2d6. Dmitri Osei (**Wits** 2d8) has Sunita Roche within 3", so he tests at 2d10: he rolls 6 and 8, 14 against 8. He holds. Tobias Valdez (**Wits** 2d4) has no friend within 3": he rolls 2 and 3, 5 against 9. He fails and starts to **Flee**.

C4.20 LEAVING THE BOARD

Performance Review: A model that left the board (voluntarily or by **Flee**) earns no Merits this game, takes d6 damage after restoring **Health** in the post-game (see Campaign), and drops carried items at the edge.

Exception: leaving to satisfy a scenario objective (see Campaign) is not a Performance Review. That model keeps its Merits, mission bonuses, and carried items, and takes no d6 damage.

CHAPTER 1 · BASICS · FORM SW28-CR-1

01 SACRED WIRE 28

0.9.0-beta by LuisMars

Open Distribution Statute: *CC BY-SA 4.0*

C1.1 THE GREAT COMPLEX

A vertical megastructure three kilometers tall. Cables hang from every surface. They bundle into trunks thicker than bodies, snake through walls, coil underfoot. The Complex was meant to be paradise. Now it decays.

Wired connection is sacred. Wireless is heresy. Since the Tethering, wireless has meant excommunication. Debts are inherited. Children are born subscribed.

C1.2 THE POWERS

The Departments: Resource Allocation, Revenue Operations, Human Capital, Security & Compliance. Four bodies, four budgets, endless jurisdictional warfare.

Maintenance Monks: Cable-priests who tend the sacred conduits. They speak in error codes. They perform ritual diagnostics. Half of what they maintain, they do not understand.

Conduit Authority: The enforcement arm. They do not ask questions. They burn heretics and bill for the ammunition.

The Untethered: Wireless cultists spreading through the lower tiers. They believe signals should travel without permission. They believe the cables are chains.

C1.3 CONTRACTORS

You are not employees. You are deniable assets.

Contractors operate between factions. They retrieve what was lost and silence what was heard. Every job has a patron. Payment comes in subs. Betrayal comes free.

C1.4 SUBS

Subs are Subscription Points. They pay for gear, tolls, bribes, and air. Most charges are automatic. You notice subs when you are short.

C1.5 THE TIERS

Heat rises. Wealth rises faster. The upper tiers stay cool while the depths burn. Subscription fees are deducted automatically from wages that never quite cover them.

Your subscription is your freedom.

By mandate of the Chief Executive Sovereign

C1.6 THE SEVEN PILLARS

Connectivity. The cable binds. **Hierarchy.** Each tier serves its superior. **Continuity.** Systems endure. Workers do not. **Accountability.** Debts outlive the debtor. **Productivity.** Idleness is theft. **Stability.** The Complex endures. Do not ask how. **Compliance.** The Founders were right.

C4.18 DAMAGE

1. Roll weapon damage (Double+: use max value instead)
2. On Triple+: roll the critical table and add any bonus damage
3. Subtract armor reduction
4. Deduct from target's **Health**
5. **Health** at 0 or below: **Out of Action**, remove from play (roll Injury post-game, see Campaign)

Wounded: Model below max **Health**.

Damage over time: ignores armor and can cause **Out of Action**.

EXAMPLE · DAMAGE
A Veteran (**Combat** 2d6) hits a Gunner (**Defense** 2d6, Medium armor) with a Sword (d6). The Veteran rolls 9, the Gunner 4: Double, so damage is the maximum, 6. Medium armor takes 2: the Gunner loses 4 **Health** and drops from 14 to 10.

C4.16 CRITICAL HITS

- ▸ Double the defender: max weapon damage
- ▸ Triple or more: max damage + roll critical table (quadruple: +1, quintuple: +2, etc.)
- ▸ On a **Riposte**, if either side triples the other, the higher side rolls its Critical table and the lower side rolls the Melee Fumble table.
- ▸ Tables: Bladed Critical (R6.1, Vol. 2, p. 8) is the first of eight, one per weapon type

EXAMPLE · TRIPLE

Compare totals, not dice. A Gunner (**Combat** 2d6) shoots a Brute (**Defense** 2d8) with a Pistol (d4). The Gunner rolls 6 and 6: 12. The Brute rolls 2 and 2: 4. Twelve is three times four: the shot does the maximum, 4 damage, and you roll the Critical table. Swap the rolls and the Brute triples the Gunner: roll the Ranged Fumble table. At a total of 16 it would be quadruple: the critical table roll gets +1.

C4.17 FUMBLES

- ▸ Defender triples or more the attacker: Fumble (roll Fumble table)
- ▸ Quadruple: +1, quintuple: +2, etc.
- ▸ Tables: Melee Fumble (R7.1, Vol. 2, p. 12) is the first of three

C1.7 MINIATURES

This game is meant to be used with 28 mm miniatures. Anything in the 28 mm to 32 mm range works. Models on bases between 25 mm and 32 mm are fully compatible.

Use whatever models you have. Convert them. Kitbash corporate enforcers from sci-fi kits. Build cable-wrapped cultists from fantasy bits. Proxy freely. The model represents what you say it represents.

C1.8 WHAT YOU'LL NEED

Required (setup, deployment, game length and victory: see Campaign)
- 5 miniatures per squad (1 **Boss**, 4 **Resources**)
- 2-4 Coworker miniatures (placed at setup, see Campaign)
- 8 Swarm-size and 6 Normal/Elite-size Hostile miniatures (more for The Signal and The Source; see Inhuman Resources)
- Dice: 2d4, 2d6, 2d8, 2d10, 2d12, one d20 (read any die odd/even for a d2)
- Bag with Activation Tokens (chips, dice, or similar markers: one per player model, one per hostile group, one per Coworker group, a different look per faction)
- Measuring tape (inches)
- 2' by 2' board with dense terrain
- **Loot Markers** (up to 5)

Optional
- Condition markers (**OoA**, **Flee**, **Engaged**, **Bleed**, etc.)
- Warband roster sheet
- **Evidence** tracker (see Campaign)

C1.9 CORE MECHANICS

Roll 2 dice and add the results.

OPPOSED ROLLS

Both players roll simultaneously. Higher total wins. Lower **DT** wins ties. Same **DT**: re-roll.

DICE TIERS (DT)

2d4 → 2d6 → 2d8 → 2d10 → 2d12

+1 DT: Use the next larger die type.

-1 DT: Use the next smaller die type.

ATTRIBUTE CAPS

Never below 2d4 or above 2d12.

EXAMPLE · TIES

A Veteran (**Combat** 2d6) attacks a Brute (**Defense** 2d8). Both total 9. The lower **DT** wins the tie: the Veteran's 2d6 beats the Brute's 2d8, so the attack hits. Two Brutes at 2d8 that tie re-roll.

C4.15 GRENADES

- ▸ Throw at a point within 6" (action). One use.
- ▸ Roll **Combat** vs. 2d6. Failure: scatters d6" from throw point (ignores terrain). Fumble on 2d6: lands at your feet.
- ▸ 3" blast hits all models (friend and foe). Roll damage for each.
- ▸ Grenades use the Fumble rule but never the Critical rule. A blast deals no bonus damage and rolls no critical table.

EXAMPLE · FRAG GRENADE

Dmitri Osei (**Gunner**, **Combat** 2d6) throws a Frag grenade (d8 **Explosive**) at a point 5" away. He rolls 3 and 5: 8. The 2d6 roll is 4 and 6: 10. He fails, so the grenade scatters d6" from the throw point: the d6 shows 4. Every model within 3" of where it lands takes d8 damage, friend or foe.

C4.12 RANDOM DIRECTION

Roll d8 (compass), d12 (clock), the acute angle of a d10, or scatter dice. Move that direction.

C4.13 COVER

- ▸ Any body part obscured by terrain: **Cover**
- ▸ **Cover**: **-1 DT Combat** for attacker

EXAMPLE · STACKING
A Veteran (**Combat** 2d6) moves, then shoots at a target in **Cover**: **-1 DT** twice. The first drops the Veteran to 2d4. Nothing rolls below 2d4, so the second passes to the target: the Veteran rolls 2d4 and the target rolls **Defense** one step higher (2d6 becomes 2d8).

C4.14 RANGE

- ▸ Range: as listed on the weapon. Grenades: 6".

W-07

C1.10 DT OVERFLOW

Modifiers that exceed the limits pass to your opponent with the opposite effect.

- ▸ 2d4 with **-1 DT**: you roll 2d4, opponent rolls at **+1 DT**
- ▸ 2d12 with **+1 DT**: you roll 2d12, opponent rolls at **-1 DT**

Overflow resolves once. A modifier passed to your opponent never bounces back, even if it would push them past a limit too. Fixed 2d6 rolls (**Search**, grenades, Morale, support **Cast**) ignore **DT** overflow.

EXAMPLE · OVERFLOW
Ines Okafor (**Combat** 2d12) gets **+1 DT** on an attack. 2d12 is the top die, so she still rolls 2d12 and her target, a Veteran with **Defense** 2d6, rolls 2d4 instead.

> *"They call the cable sacred. But every cable ends somewhere, and every wire has an owner. Who holds the other end? The wave needs no toll booth. We are still broadcasting."*
> **Open Channel Broadcast, freq. unknown**

CHAPTER 2 · SQUAD · FORM SW28-CR-2

02 PERSONNEL ALLOCATION

5 models. 1 **Boss**, 4 **Resources**. Each picks a contract type.

C2.1 ATTRIBUTES

ATTRIBUTE	USE
Combat	Attack rolls
Defense	Resist attacks
Wits	**Search**, **Interrogate**, tech-related rolls

Pick an array. Assign one die to each attribute.

TECHNICIAN

2d4	2d6	2d8

OPERATIVE

2d6	2d6	2d6

EXAMPLE · BOSS DICE

Ines Okafor, the **Boss** of the Compliance Team, takes the Technician array: **Combat** 2d8, **Defense** 2d6, **Wits** 2d4. Her **Boss** bonus is **+1 DT** to one attribute, and she puts it on **Wits**: 2d4 becomes 2d6. She ends with 2d8, 2d6 and 2d6.

> *"Solitary cables fray. Bundles endure."*
> **Conduit-Certified Proverb**

C2.2 VALUES

VALUE	USE
Health	Damage until **Out of Action**
Move	Distance per activation (inches)

C4.9 LINE OF SIGHT (LOS)

- ▸ Must see target's body: legs, torso, head (arms/weapons don't count)
- ▸ No LoS: cannot target

EXAMPLE · LINE OF SIGHT

A Gunner wants to shoot a Brute behind a crate. Only the Brute's raised arm and Sword show over the top. Arms and weapons do not count: no LoS, no shot. The Brute steps left and his torso and head clear the crate. The Gunner now has LoS.

C4.10 SHOOTING ON THE MOVE

- ▸ A model that moved this activation makes ranged attacks at **-1 DT Combat**

Stacks with Cover (C4.13, p. 18) and Shooting Into Melee (C4.11, p. 17).

C4.11 SHOOTING INTO MELEE

- ▸ **-1 DT Combat**
- ▸ On a miss (the defender wins), the shot redirects to a random model within 1" of the target (not the target or shooter). It goes straight to damage (no **Defense** roll): apply armor as usual
- ▸ If there is no such model, the shot misses
- ▸ On a Fumble (the defender triples your total), roll the Ranged Fumble table only. No Critical

C4.7 ATTACK RESOLUTION

1. Attacker declares target and weapon
2. In melee, defender chooses **Defense** or **Riposte**
3. Both roll at once. Attacker: **Combat**. Defender: **Defense**, or **Combat** at **-1 DT** when **Riposting**
4. Attacker wins: hit; if the defender chose **Riposte**, the attacker rolls double its weapon damage dice. Defender wins: avoided; a **Riposte** also deals its weapon damage to the attacker

EXAMPLE · RIPOSTE

A Brute (**Combat** 2d8) attacks a Veteran (**Defense** 2d6). The Veteran picks **Defense**. The Brute rolls 5 and 6: 11. The Veteran rolls 2 and 4: 6. Higher total wins: hit. The Veteran picks **Riposte** with a Sword instead. **Combat** 2d6 at **-1 DT** is 2d4, and the Sword gives **+1 DT** back: 2d6. The Veteran rolls 3 and 4: 7. The Brute still wins and, because the Veteran chose **Riposte**, rolls double its weapon damage dice.

C4.8 RANGED DEFENSE

▸ Roll **Defense DT** (no **Riposte** option)

C2.3 EQUIPMENT

Spend 60 subs across your squad on weapons, armor, and gear.

Weapons:

- **Melee:** melee weapons only
- **Ranged:** ranged weapons only (use Improvised Combat)
- **Both:** no restriction

Gear and consumables: no restrictions.

Weapon, armor and gear lists: Melee Weapons (R3.2, Vol. 2, p. 2), Armor (R3.5, Vol. 2, p. 4), Gear (R3.10, Vol. 2, p. 6).

A **Broadcaster** gets one free starting Broadcast **Power**. See Contract Types (C2.4, p. 10).

EXAMPLE · BUDGET

Dmitri Osei (**Gunner**) buys a Carbine (13) and a Pistol (2): 15 subs. The other four models share the remaining 45. Tobias Valdez (**Brute**) takes a Sword (10) and a Mesh Wrap (2), and Sunita Roche (**Zealot**) an Injector (9) and a Knife (3): 24 subs between them, 21 left for the last two.

C2.4 CONTRACT TYPES

CONTRACT TYPE	HEALTH	MOVE	WEAPONS	MAX ARMOR	SPECIAL	MAX
Boss	16	4"	Both	Heavy	**+1 DT** to one attribute	*
Brute	14	3"	Melee	Heavy	+1 melee damage, ignores armor move penalty	2
Veteran	13	4"	Both	Medium	**+1 DT Defense** below half **Health**	2
Gunner	14	4"	Ranged	Medium	Ignores move penalty when shooting	2
Scout	12	5"	Both	Light	Free **Disengage**, **Move** 3" after deployment	2
Zealot	12	5"	Melee	Light	+2" **Move** if ending **Engaged**, **+1 DT Combat** vs. 2+ enemies	2
Agent	14	4"	Both	Light	Re-roll failed **Wits** tests	2
Broadcaster	14	4"	Melee	Light	Can **Cast**	1

* Unique (cannot be replaced). Max: limit per warband.

EXAMPLE · READING A ROW

Tobias Valdez is a **Brute**. His row gives him 14 **Health**, 3" **Move** and melee weapons only, so a Carbine is off his list. He may wear Heavy armor, which costs 1" **Move**, but his special ignores that penalty: he still moves 3".

C4.6 VERTICAL MOVEMENT

ACTION	COST	NOTES
Climb	2" per 1" vertical	Requires climbable surface
Jump gap	1" per 1" horizontal	Max 2"
Jump down	Free	Fall damage if > 3"

Climbing: A climb must be completed within one move or the model stays at the bottom.

Falling: No damage for the first 3". Beyond that, take 1d6 for every 3" fallen, rounding up (4 to 6" deals 1d6, 7 to 9" deals 2d6, 10 to 12" deals 3d6).

Knockback: Only weapons with a **Knockback** value push. On a hit, move the target directly away from the attacker that many inches. Fall damage applies if pushed off an edge. Stops at obstacles.

AP N: Ignore N points of armor reduction.

EXAMPLE · FALL

A Mace hit (**Knockback** 1") shoves a Gunner over the edge of a gantry 8" above the floor. The first 3" are free, and 8" falls in the 7 to 9" band: he rolls 2d6, gets 3 and 5, and takes 8 damage on top of the Mace's own damage.

C4.5 MELEE ENGAGEMENT

- Models within 1" of enemy (base edge to base edge) are **Engaged**
- A model armed with a Reach weapon counts as **Engaged** with enemies within its Reach distance, not just 1"
- A model can only **Riposte** an attacker within its own weapon's reach
- Leaving engagement without **Disengage**: each enemy you leave gets one free attack at **-1 DT**. A **Fleeing** model does not provoke these attacks
- An **Engaged** model cannot make ranged attacks. Fight in melee or **Disengage** first
- No melee weapon: use Improvised Combat (R3.1, Vol. 2, p. 2)

EXAMPLE · DISENGAGE

A Veteran is **Engaged** with a Brute and a Scout. Walking away without **Disengage** gives each of them one free attack at **-1 DT**: two attacks. Spend the action on **Disengage** and the Veteran leaves with none.

CHAPTER 3 · COMBAT · FORM SW28-CR-3

03 COMBAT & ACTIONS

C4.1 ACTIVATION

1. Each player rolls **Corporate Blessings** (d8 three times)
2. Add Activation Tokens to a shared bag: one per player model, one per hostile spawn group (see Inhuman Resources), one per Coworker group
3. Draw a token: that faction activates one model (Hostiles and Coworkers follow their AI table, see Inhuman Resources)
4. **Player model OoA:** Discard token immediately. **Hostile/Coworker groups:** Token stays in bag. Remove a group's token when its last model leaves play.
5. Each activation: one Move (up to **Move"**) and one Action, in either order. A bonus action is an extra action in the same activation. A model takes at most two actions per activation
6. Repeat from 3 until the bag is empty: the round ends
7. Begin a new round: return all tokens to the bag, re-roll **Corporate Blessings**, and resolve start-of-round effects. Effects that last "until end of round" expire now

EXAMPLE · A ROUND

Two squads of five models face one Feral Crews group and one Coworker group: 12 tokens in the bag. A Compliance Team token comes out and Ines Okafor activates. She moves up to 4" and attacks, or attacks and then moves. Before the next draw, a Feral Crews Gunner drops Sunita Roche to 0 **Health**. Sunita is **Out of Action**, so her token leaves the bag at once. Ten tokens remain.

Once Per Round: Each model activates exactly once per round. **Move Again** counts as your activation's single action. No effect grants a model a second activation or adds a token for a model that has already activated. An ability that lets a model act again instead grants a bonus action or a **DT** modifier inside that model's single activation, or moves its single activation earlier.

Next Activation: "Next activation" always means the affected model's own next activation, even if that falls in a later round.

Enemy: A model treats every model of a different faction as an enemy: the two squads, Coworkers and hostiles are all separate factions. Wave Callers and Static Wraiths count as one faction. A Coworker marked Hostile treats every other model as an enemy.

C4.2 CORPORATE BLESSINGS

Declare a blessing before rolling the dice it affects. No model can receive two blessings per round.

D8	BLESSING	EFFECT
1	**Denied**	No blessing. One model gains a bonus action
2	**Reroll**	Reroll a single die
3	**Boost**	**+1 DT** to one roll
4	**Overtime**	One model takes two actions
5	**Severance**	One attack deals max weapon damage
6	**Synergy**	A model you activate with an ally within 6" gains a bonus action
7	**Wellness**	Restore d4 **Health** to one model during its activation
8	**Surplus**	Roll twice, ignoring 8s

EXAMPLE · BLESSINGS

You roll d8 three times: 3, 3 and 5. That gives Boost twice and Severance. Ines Okafor shoots with Boost: you declare it, then her **Combat** rolls 2d10 instead of 2d8. Severance cannot go to Ines this round, because no model receives two blessings. Tobias Valdez takes it: one attack of his deals maximum weapon damage.

C4.3 ACTIONS

ACTION	EFFECT
Attack	**Combat** vs. **Defense**, deal weapon damage
Move Again	Take a second move
Disengage	Leave melee safely
Aim	Declare target. **+1 DT Combat** on your next shot (lost if the aiming model moves or takes damage)
Interact	Within 1". Grab objective or pick up dropped weapon
Search	Within 1" of **Loot Marker**. **Wits** vs. 2d6. Not while **Engaged**
Interrogate	Within 1" of Coworker. **Wits** vs. **Wits** (**+1 DT** if the Coworker is wounded)
Cast	**Wits** vs. target **Wits** or 2d6 (Broadcasters only)

C4.4 MOVEMENT

Move up to your **Move** value. Measure from base edge.

EXAMPLE · MOVE, THEN SEARCH

A Scout (**Move** 5") stands 4" from a **Loot Marker**. She moves 3", which leaves her within 1", then spends her action on **Search**: **Wits** against 2d6. Searching first would fail, because **Search** needs her within 1" of the marker.

3 · COMBAT