

INDEX OF DEFINED TERMS · R: VOL. 2 · K: VOL. 4

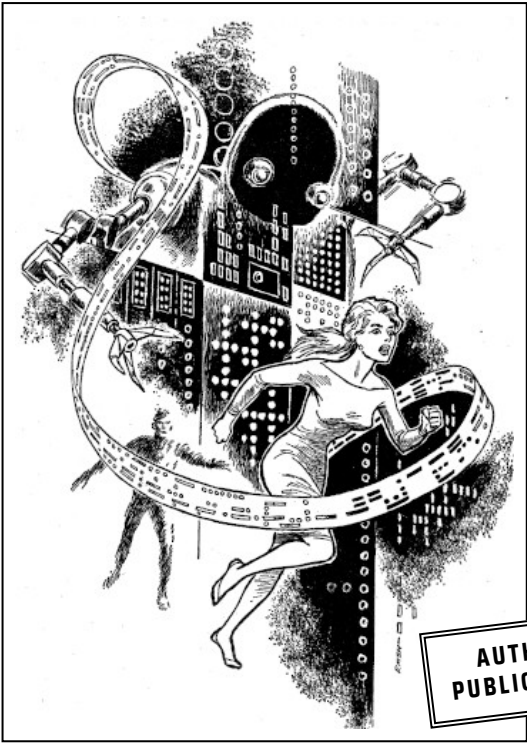
Activation	11	Gear	R6
Aim	13	Grenades	19, R3
AP (armor piercing)	15	Health	8
Armor	R4	Improvised combat	R2
Attack resolution	16	Interact	13
Attributes	8	Interrogate	13, K9
Blessings	12	Knockback	15
Boss	8	Line of sight	17
Broadcast powers	23	Loot Marker	13, K8
Cast	23	Melee weapons	R2
Climb	15	Morale	22
Consumables	R5	Move	8
Contract types	10	Opposed roll	6
Cover	18	Out of Action	21
Critical	20, R8	Performance Review	22
Cybernetics	R6	Random direction	18
Damage	21	Ranged weapons	R3
Dice tiers (DT)	6	Reach	14
Disengage	13	Riposte	14
DT overflow	7	Samples	R13
Engaged	14	Search	13, K8
Falling	15	Shooting into melee	17
Flee	22	Subs	4
Fumble	20, R12	Wounded	21

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.
FEEDBACK sacredwire28.com/feedback	



OPERATIONAL GUIDELINES FOR CONTRACTED PERSONNEL

PLATE I



AUTHORIZED FOR
PUBLIC DISTRIBUTION

CORE RULES

Lore, squads, combat and how broadcast powers work. Everything a contractor needs to survive a single operation.

FORM SW28-CR	REVISION 0.9.0-BETA	CLASS PUBLIC	ISSUED BY SEC. & COMPL.
-----------------	------------------------	-----------------	----------------------------

C0.1

THE FIVE BOOKLETS

VOL.	BOOKLET	USE IT TO
1	Core Rules	Learn the game: lore, squads, combat, casting
2	Requisitions	Look up weapons, armor, gear, Powers, Criticals, Fumbles, sample squads
3	Inhuman Resources	Run hostiles and Coworkers
4	Campaign	Set up a mission, gather Evidence , promote your squad
5	Missions	Play the twelve missions, The Signal and The Source

Read Core Rules first. Keep Requisitions open while you build a squad and whenever a roll asks for a table.

If a card or the quick reference disagrees with the rulebook, the rulebook wins. If a mission disagrees with the rulebook, the mission wins for that mission only.

C0.2

RULE IDS

Every section has an ID: the booklet letter, the chapter number and the section number. **C** Core Rules, **A** Requisitions, **I** Inhuman Resources, **K** Campaign, **M** Missions.

A cross-reference reads title, ID, page. A reference to another booklet adds its volume number after the ID.

04

BROADCAST POWERS

Wireless is heresy. Unless someone in corporate decided to diversify revenue streams.

Licensed Broadcasters pay steep fees and submit to monitoring. The Untethered refuse. They broadcast without paying, spread without subscription. The Authority calls them terrorists. The Monks call them plague. The Untethered call themselves free.

C5.1

CASTING

- ▶ Choose one starting **Power** (Powers (R5.1, Vol. 2, p. 7))
- ▶ Action to **Cast** (once per activation)
- ▶ No range limit (requires LoS)
- ▶ Offensive powers: roll **Wits** vs. target **Wits**
- ▶ Support powers: roll **Wits** vs. 2d6 (target must be a friendly model other than the caster)
- ▶ Win by triple or more: the effect also applies to all valid targets within 3" of the target (**Focus** and **Swap** always affect only their chosen target)
- ▶ Defender wins by triple or more: roll **Broadcast** Fumble table

EXAMPLE · AREA CAST

A Broadcaster (**Wits** 2d8) casts Signal Jam on a Gunner (**Wits** 2d4). The Broadcaster rolls 7 and 8: 15. The Gunner rolls 2 and 3: 5. Fifteen is three times five, so the Gunner and every valid target within 3" of him take **-1 DT** on all rolls until their next activation. With a 14, only the Gunner would.