

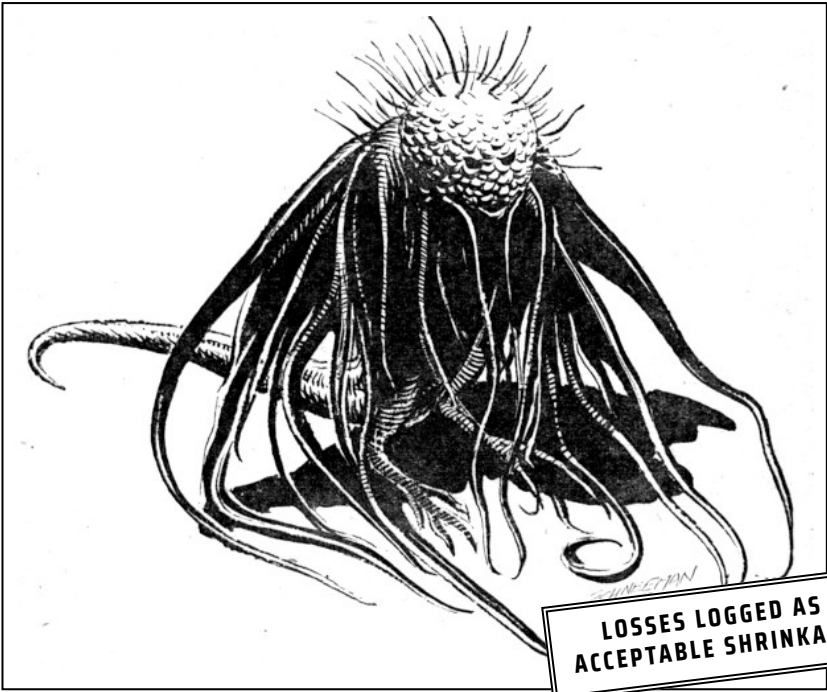
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VOL 3 · HOSTILES

REGISTRY OF ENTITIES BELOW MAINTAINED LEVEL 200

PLATE II



VOL 3 · HOSTILES

INHUMAN RESOURCES

Six hostile factions, the Coworkers caught between squads, and the AI that runs them all.

FORM SW28-IR	REVISION 0.9.0-BETA	CLASS PUBLIC	ISSUED BY HUMAN CAPITAL
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SECURITY NOTICE Report uncatalogued entities immediately. Silence is complicity.



CHAPTER 1 · RULES · FORM SW28-IR-1

01 | INHUMAN RESOURCES

0.9.0-beta

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The Complex rises 1024 levels from the Roots to the cooling spires. The Departments only maintain the upper 200. Below that, infrastructure fails faster than it can be patched. Cables fray. Coolant leaks. Lights flicker and die. The Maintenance Monks descend when they must, perform their rituals, and leave quickly. They do not speak of what they see down there.

The Founders built the Complex to last. They built other things too. The sealed archives mention countermeasures, autonomous systems, bioelectric experiments. The archives are in the Roots. The Monks have never been there. The Board has always known what lurks below. The Board has never acknowledged it.

Something moves in the dark between levels. It nests in the wiring. It remembers the time before the Tethering, when signals flew free and the Wave answered prayers. The lower tiers belong to things that were never meant to survive this long: things that adapted and evolved, designed for a purpose the Founders never disclosed.

D6	NAME	#	COM	DEF	WIT	HP	MOV	WEAPON
1	Shift Drone	2+2	2d4	2d4	2d10	8	4"	Tired Fists (Blunt , d4, Melee)
2	Temp	2+2	2d4	2d4	2d10	8	5"	Emergency Flare (Energy , d4, Ranged)
3	Commuter	4	2d4	2d6	2d8	8	7"	Walking Cane (Blunt , d4, Melee)
4	Data Clerk	3	2d4	2d6	2d8	10	5"	Stun Gun (Energy , d4, Ranged)
5	Middle Manager	2	2d8	2d8	2d6	10	5"	Stun Baton (Static , d6, Melee)
6	Assistant to the Regional Manager	2	2d10	2d8	2d6	8	6"	Holdout Pistol (Projectile , d4, Ranged)

Cooperate: Until the end of the next round, a player who **Interrogates** this Coworker rolls at **+1 DT** (this Coworker only).

Hostile: When attacked, mark this Coworker. Roll behavior once for the group (see Activation): marked Coworkers read the roll on the Attacked table, unmarked on the Normal table.

Normal

D6	NO LOS	HAS LOS	ENGAGED
1-4	Wait	Wait	Wait
5	Cooperate	Cooperate	Cooperate
6	Patrol	Patrol	Flee

Attacked

D6	NO LOS	HAS LOS	ENGAGED
1-4	Patrol	Attack	Attack
5	Patrol	Cover	Attack
6	Flee	Flee	Flee