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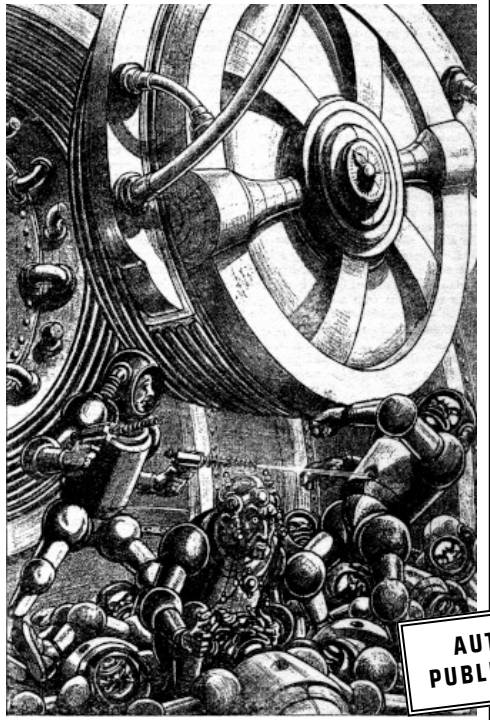
SACRED WIRE 28 VOL. 2 / 5

REQUISITIONS AND OUTCOMES FOR CONTRACTED PERSONNEL

PLATE IV



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VOL 2 · REQS

REQUISITIONS

Issued equipment, approved loadouts and the incident tables.

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

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CHAPTER 1 · GEAR · FORM SW28-RQ-1

01 WEAPONS & ARMOR

R3.1 IMPROVISED COMBAT

WEAPON	TYPE	DAMAGE	SPECIAL
Unarmed	Blunt	1	-2 DT Combat, no Riposte, always available
Improvised	Blunt	d4	-2 DT Combat, no Riposte, use ranged weapon as club

R3.2 MELEE WEAPONS

D20	WEAPON	TYPE	DAMAGE	SPECIAL	COST
1	Knuckles	Blunt	2		2
2	Knife	Bladed	d4		3
3	Shiv	Toxic	d4	+1 damage vs. wounded	4
4	Prod	Energy	d4	Target -1 DT next activation	5
5	Injector	Toxic	d6	Re-roll 1s	9
6	Mace	Blunt	d6	Knockback 1"	9
7	Sword	Bladed	d6	Re-roll 1s, +1 DT when Riposting	10
8	Cable Whip	Static	d6	2" reach	11
9	Machete	Bladed	d8	Re-roll 1s	13
10	Stunner	Energy	d8	Target -1 DT next activation	13
11	Hammer	Blunt	d8	Re-roll 1s, Knockback 1"	15
12	Static Blade	Static	d8	+1 DT vs. wounded	15
13	Corrosive Blade	Toxic	d10	AP 1	17
14	Arc Claw	Static	d10	Re-roll 1s, +1 to Critical roll	19
15	Saber	Bladed	d10	Re-roll 1s and 2s	19
16	Gauntlet	Blunt	d10	Re-roll 1s and 2s, Knockback 1"	21
17	Plague Fist	Toxic	d12	Re-roll 1s, +1 damage vs. wounded	22
18	Shock Maul	Static	d12	Re-roll 1s, Knockback 2"	25
19	Chain Blade	Bladed	d12	Re-roll 1s and 2s, AP 2	27
20	Power Fist	Energy	d12	Re-roll 1s and 2s, Knockback 2"	27

> *"Dying in public space incurs a cleanup fee charged to your estate."*
> **Public Safety Notice**

R8.7 AGENT [12]

14 HEALTH, 4" MOVE

- **Combat** 2d4, **Defense** 2d6, **Wits** 2d8
- Pistol (2): d4 **Projectile**, **-1 DT** beyond 6"
- Sword (10): d6 **Bladed**, re-roll 1s, **+1 DT** when **Riposting**
- *Re-roll failed **Wits** tests*

R8.8 BROADCASTER [12]

14 HEALTH, 4" MOVE

- **Combat** 2d4, **Defense** 2d6, **Wits** 2d8
- Prod (5): d4 **Energy**, target **-1 DT** next activation
- Padded Vest (7): 1 reduction, reduce **Knockback** by 1"
- ***Melee** only, can **Cast***

> *"Exceptional performance is noted. Expect increased quotas."*
> **Performance Review**

R8.4 GUNNER [12]

14 HEALTH, 4" MOVE

- ► **Combat** 2d8, **Defense** 2d6, **Wits** 2d4
- ► Laser (9): d6 **Energy**, **+1 DT** if not moved this activation
- ► Pistol (2): d4 **Projectile**, **-1 DT** beyond 6"
- ► Stapler (1): 2 **Projectile**, 6" max range
- ► *No move penalty when shooting*

R8.5 SCOUT [12]

12 HEALTH, 6" MOVE

- ► **Combat** 2d6, **Defense** 2d4, **Wits** 2d8
- ► Arc Pistol (5): d4 **Static**, no fumbles
- ► Light Vest (7): 1 reduction, +1" **Move**
- ► *Free **Disengage**, 3" **Move** after deploy (see Campaign)*

R8.6 ZEALOT [12]

12 HEALTH, 5" MOVE

- ► **Combat** 2d8, **Defense** 2d4, **Wits** 2d6
- ► Injector (9): d6 **Toxic**, re-roll 1s
- ► Knife (3): d4 **Bladed**
- ► *+2" **Move** if ending **Engaged**, **+1 DT** **Combat** vs. 2+ enemies, **Melee** only*

R3.3 RANGED WEAPONS

D20	WEAPON	TYPE	DAMAGE	SPECIAL	COST
1	Stapler	**Projectile**	2	6" max range	1
2	Pistol	**Projectile**	d4	36". **-1 DT** beyond 6"	2
3	Needle Gun	**Toxic**	d4	36". +1 damage vs. wounded	4
4	Arc Pistol	**Static**	d4	36". No fumbles	5
5	Dart Gun	**Toxic**	d6	36". Target **-1 DT** next activation	9
6	Frag Pistol	**Explosive**	d6	36". AP 1	9
7	Laser	**Energy**	d6	36". **+1 DT** if not moved this activation	9
8	Screamer	**Broadcast**	d6	36". Ignores cover	11
9	Carbine	**Projectile**	d8	36". Re-roll 1s	13
10	Flamer	**Energy**	d8	36". Ignores cover	15
11	Sonic Gun	**Broadcast**	d8	36". **+1 DT** vs. wounded	15
12	Tesla Gun	**Static**	d8	36". Hits nearest model within 2" of target	15
13	Cryo Gun	**Toxic**	d10	36". Ignores cover	19
14	Launcher	**Explosive**	d10	36". Re-roll 1s, AP 1	19
15	Shotgun	**Projectile**	d10	36". Re-roll 1s, Knockback 1"	19
16	Arc Cannon	**Static**	d10	36". Re-roll 1s, also hits 2 nearest models within 2" of target	21
17	Plasma Caster	**Energy**	d12	36". Ignores cover, AP 1	25
18	Rifle	**Energy**	d12	36". Re-roll 1s and 2s, Overcharge: **-1 DT** for max damage	25
19	Wail Cannon	**Broadcast**	d12	36". Re-roll 1s, Knockback 2"	25
20	Missile Pod	**Explosive**	d12	36". Re-roll 1s and 2s, AP 2	27

R3.4 GRENADES

Grenades are consumables. Any contract type may carry and throw them.

D6	WEAPON	EFFECT	COST
1	Smoke	1 damage, leaves smoke column blocking LoS until next round	8
2	Flash	1 damage, target **-1 DT** next activation	10
3	Gas	d6 **Toxic** damage	10
4	EMP	d6 **Static** damage, **-1 DT** next activation	12
5	Frag	d8 **Explosive** damage	14
6	Incendiary	d6 **Energy** damage, ignores cover	14

R3.5 ARMOR

One armor piece per model; makes the model **armored**.

R3.6 LIGHT ARMOR

Base: 1 damage reduction

D8	ARMOR	SPECIAL	COST
1	Mesh Wrap	-1" **Move**	2
2	Flak Wrap	-	4
3	Protective Lining	-1 to Critical table rolls against you	6
4	Light Vest	+1" **Move**	7
5	Padded Vest	Reduce **Knockback** by 1"	7
6	Defensive Mesh	Re-roll 1s on **Defense**	8
7	Runner's Harness	+2" **Move**	10
8	Scout Suit	Re-roll 1s on **Defense**, +1" **Move**	11

R3.7 MEDIUM ARMOR

Base: 2 damage reduction

D6	ARMOR	SPECIAL	COST
1	Standard Cuirass	-	8
2	Tactical Breastplate	+1" **Move**	11
3	Patrol Harness	Re-roll 1s on **Defense**	12
4	Assault Rig	+2" **Move**	14
5	Reinforced Plating	Re-roll 1s and 2s on **Defense**	14
6	Operations Suit	Re-roll 1s on **Defense**, +1" **Move**	15

R3.8 HEAVY ARMOR

Base: 3 damage reduction, -1" **Move**

D6	ARMOR	SPECIAL	COST
1	Heavy Cuirass	-	12
2	Bunker Suit	Additional -1" **Move**, Re-roll 1s and 2s on **Defense**	16
3	Industrial Frame	Reduce **Knockback** by 1"	15
4	Combat Plating	Re-roll 1s on **Defense**	16
5	Assault Exoskeleton	Re-roll 1s and 2s on **Defense**	18
6	Fortress Plating	Re-roll 1s, 2s, and 3s on **Defense**	20

CHAPTER 4 · SAMPLES · FORM SW28-RQ-4

04 SAMPLES

R8.1 BOSS [12]

16 HEALTH, 4" MOVE

- **Combat** 2d8, **Defense** 2d6, **Wits** 2d6
- Needle Gun (4): d4 **Toxic**, +1 vs. wounded
- Shiv (4): d4 **Toxic**, +1 vs. wounded
- Flak Wrap (4): 1 reduction

R8.2 BRUTE [12]

14 HEALTH, 3" MOVE

- **Combat** 2d8, **Defense** 2d6, **Wits** 2d4
- Sword (10): d6+1 **Bladed**, re-roll 1s, **+1 DT** when **Riposting**
- Mesh Wrap (2): 1 reduction
- *Can wear **Heavy** armor*

R8.3 VETERAN [12]

13 HEALTH, 4" MOVE

- **Combat** 2d6, **Defense** 2d6, **Wits** 2d6
- Pistol (2): d4 **Projectile**, **-1 DT** beyond 6"
- Shiv (4): d4 **Toxic**, +1 vs. wounded
- Protective Lining (6): 1 reduction, -1 to Critical rolls against you
- ***+1 DT Defense** below half **Health***

CHAPTER 3 · TABLES · FORM SW28-RQ-3

03 FUMBLE TABLES

When the defender exceeds you by triple or more, roll on the appropriate fumble table. Melee for close combat, Ranged for shooting, Broadcast for transmissions. Quadruple adds +1, quintuple adds +2.

> *Everything in the Complex is patched, jury-rigged, held together by faith and flux. Equipment fails. Weapons jam. The body betrays. The Cog-Turners say failure is just maintenance you haven't done yet. The dead say nothing.*

R7.1 MELEE FUMBLE

D6	RESULT	EFFECT
1	**Stumbled**	Lose next activation
2	**Off Balance**	**-1 DT** next defense roll
3	**Self-Wound**	Take weapon damage
4	**Wild Swing**	Hit ally within 1" (or take weapon damage)
5	**Dropped**	Drop weapon, take weapon damage
6+	**Shattered**	Weapon destroyed, take max weapon damage

> *"This patch we apply in faith. May it hold until proper repair."*
> **Emergency Rite**

R7.2 RANGED FUMBLE

D6	RESULT	EFFECT
1	**Jammed**	Lose next activation
2	**Misaligned**	**-1 DT** next attack
3	**Backfire**	Take weapon damage
4	**Friendly Fire**	Hit ally within 6" (or take weapon damage)
5	**Dropped**	Drop weapon, take weapon damage
6+	**Exploded**	Weapon destroyed, take max weapon damage

> *"The machine does not care about your feelings. Maintain it anyway."*
> **Cog-Turner Fellowship**

R7.3 BROADCAST FUMBLE

D6	RESULT	EFFECT
1	**Static Overload**	Caster loses next activation
2	**Interference**	**-1 DT** next cast
3	**Feedback**	Caster takes d4 damage
4	**Wave Bounce**	Ally within 6" takes d4 damage (or caster if none)
5	**Frequency Lock**	Cannot cast this power this scenario, take d4 damage
6+	**Broadcast Storm**	Forget power permanently

> *HERESY BEGINS WITH STATIC: Report wrong-humming cables.*

R3.9 CONSUMABLES

One use, one action, one per action. Gear: passive while equipped. Cybernetics: repair a matching Injury (see Campaign), Critical, or Fumble penalty (Targeting: **-1 DT Combat**).

D8	ITEM	EFFECT	COST
1	**Adrenaline**	+2" **Move** until end of round	4
2	**Combat Stim**	**+1 DT Combat** until end of scenario	6
3	**Reflex Stim**	**+1 DT Defense** until end of scenario	6
4	**Coagulant**	End **Bleed** or **Punctured** on adjacent model	6
5	**Antidote**	End **Corroding** on adjacent model	6
6	**Medkit**	Restore d6 **Health** to adjacent model	8
7	**Rage Stim**	**+2 DT Combat** until end of scenario, take d4 damage during Performance Review (step 10), after **Health** is restored	10
8	**Trauma Kit**	Reaction: the instant a Critical hits an adjacent model, negate all its effects (the only item used outside your own activation)	14

R3.10 GEAR

D8	ITEM	EFFECT	COST
1	**Mask**	**+1 DT Defense** vs. Toxic	6
2	**Scanner**	**+1 DT Wits** for **Search**	8
3	**Scope**	**+1 DT** ranged attacks beyond 12"	8
4	**Camo**	**+1 DT Defense** in cover	10
5	**Peripheral Sensors**	**+1 DT Defense** when **Engaged** with 2+ enemies	10
6	**Mag Boots**	Ignore Knockback	10
7	**Grapple**	Ignore climbing costs, move up to 3" vertical	12
8	**Inhibitor**	Ignore free attacks when leaving engagement	12

R3.11 CYBERNETICS

D6	CYBERNETIC	EFFECT	COST
1	**Regenerator**	Ignore "Miss next game"	5
2	**Leg**	+1" **Move**	8
3	**Targeting**	**+1 DT Combat**	10
4	**Reflexes**	**+1 DT Defense**	10
5	**Processor**	**+1 DT Wits**	10
6	**Organs**	+1 max **Health**	12

R6.7 STATIC CRITICAL

D6	RESULT	EFFECT
1	**Signal Burn**	+d6 damage
2	**Frequency Terror**	**Flee** toward board edge
3	**System Drain**	**-1 DT Combat** permanently
4	**Logic Crash**	**-1 DT Wits** permanently
5	**Hijacked**	Next activation: the player who dealt the critical controls it. If a hostile did, the model acts on that hostile faction's behavior table for one activation
6+	**Total Corruption**	**OoA**, -2 Injury roll

"Signal contamination begins at the wound site. There is no decontamination procedure."
Wave-Seeker Warning

R6.8 BROADCAST CRITICAL

D6	RESULT	EFFECT
1	**Deafening**	+d4 damage
2	**Feedback Loop**	**-1 DT** all rolls next activation
3	**Ruptured Eardrums**	**-1 DT Combat** permanently
4	**Signal Overload**	**-1 DT Wits** permanently
5	**Mind-Scramble**	**Flee** toward board edge
6+	**Skull-Burst**	**OoA**, -2 Injury roll

"The signal enters through the ear and does not leave. We bill for the intrusion regardless."
Acoustic Compliance Notice

R6.5 EXPLOSIVE CRITICAL

D6	RESULT	EFFECT
1	**Shrapnel**	+d6 damage
2	**Shell Shocked**	Lose next activation
3	**Disoriented**	**-1 DT Wits** permanently
4	**Blown Back**	Move d6" directly away from attacker
5	**Shattered**	-1" **Move** permanently
6+	**Devastated**	**OoA**, -2 Injury roll

R6.6 TOXIC CRITICAL

D6	RESULT	EFFECT
1	**Burned**	+d4 damage
2	**Corroding**	Take 2 damage at the start of each of its activations this game (doesn't stack)
3	**Weakened**	**-1 DT Combat** permanently
4	**Delirium**	**-1 DT Wits** permanently. On its next activation it must move toward the nearest enemy
5	**Systemic**	**-1 DT** all attributes permanently
6+	**Dissolved**	Acts normally, then **OoA** at end of next round regardless of **Health**, -2 Injury roll

R5.1 POWERS

D8	POWER	TYPE	EFFECT
1	**Signal Jam**	Offensive	**-1 DT** all rolls until next activation
2	**Weapon Lock**	Offensive	Target drops one weapon
3	**Neural Trap**	Offensive	d6 damage (ignores armor) if target moves next activation
4	**Resonance Push**	Offensive	Push target d6" in any direction
5	**Force Field**	Support	**+2 DT Defense** vs. ranged until next activation
6	**Focus**	Support	Target gains a bonus action on its next activation
7	**Swap**	Support	Switch positions with target (caster sees both, within 12")
8	**Ping**	Support	Target ignores cover and sees through walls until next activation

> *"Every cable is a leash. Every toll is a collar. We will cut them all."*
> **Open Channel Broadcast**

CHAPTER 3 · TABLES · FORM SW28-RQ-3

03 CRITICAL TABLES

When your total is at least double the target's, deal max weapon damage. When it is triple or more, deal max damage and roll on the appropriate critical table. The weapon type determines which table. Quadruple adds +1, quintuple adds +2, and so on.

R6.1 BLADED CRITICAL

D6	RESULT	EFFECT
1	**Gash**	+d4 damage
2	**Bleed**	Take 2 damage at the start of each of its activations this game (doesn't stack)
3	**Hamstrung**	-1" **Move** permanently
4	**Disarmed**	Drop weapon (at model's position)
5	**Maimed**	**-1 DT Combat** permanently
6+	**Severed**	**OoA**, -2 Injury roll

> *"Complications extend treatment contracts. Please wound cleanly."*
> **Splicer-Surgeon's Manual**

R6.2 BLUNT CRITICAL

D6	RESULT	EFFECT
1	**Bruised**	+d4 damage
2	**Stunned**	Lose next activation
3	**Rattled**	**-1 DT Defense** permanently
4	**Concussed**	**-1 DT Wits** permanently
5	**Crippled**	-1" **Move** permanently
6+	**Crushed**	**OoA**, -2 Injury roll

> *"The Complex was built to take punishment. You were not."*
> **Industrial Safety Advisory**

R6.3 PROJECTILE CRITICAL

D6	RESULT	EFFECT
1	**Grazed**	+d4 damage
2	**Punctured**	Take 2 damage at the start of each of its activations this game (doesn't stack)
3	**Staggered**	**-1 DT Defense** permanently
4	**Shot Through**	Drop weapon (at model's position)
5	**Riddled**	**-1 DT** all attributes permanently
6+	**Gutshot**	**OoA**, -2 Injury roll

> *"Casings must be returned for deposit refund. Unreturned casings incur replacement fees."*
> **Requisitions Notice**

R6.4 ENERGY CRITICAL

D6	RESULT	EFFECT
1	**Scorched**	+d4 damage
2	**Slag Armor**	Armor reduced one tier permanently (Heavy to Medium to Light to Destroyed)
3	**Flash Blind**	**-1 DT Combat** permanently
4	**Nerve Damage**	-1" **Move** permanently
5	**Burned Out**	**-1 DT** ranged attacks permanently
6+	**Overloaded**	**OoA**, -2 Injury roll