

# SWARM CONSTRUCTS

## For the “Through the Breach” Roleplaying Game

*“Stand where you are, Mister Top Hat, there’s a good fellow.”*

*The cloaked man in the top hat froze beneath a gas lamp. On this street, at this time of night, the command could mean only one thing. Digger smiled coldly. It was nice to see everyone playing along. He’d followed the toff since Rue des Pignons. At first, it was just out of curiosity as to what could possibly be making that lovely metallic clinking noise that sounded so much like coins jingling together. Digger would have eventually grown bored and moved on, except Top Hat unexpectedly turned down a side street and wove his way into a darker part of the neighbourhood.*

*Digger was never one to miss an opportunity. He sent Bert, his cohort, to get ahead of Top Hat and when he saw the cutthroat lurking in the shadows beyond the next light Digger drew his knife and announced his presence.*

*He strolled up slowly, casually. Top Hat turned his head to look at the approaching thug.*

*“I’ll be taking your valuables. Hand them over nice and slow,” Digger ordered.*

*“I have no money,” Top Hat said.*

*Digger sighed impatiently. “Don’t be thick, mate. I heard metal clinking. Give it up.”*

*Top Hat nodded in sudden understanding.*

*“Ah. You mean these.”*

*The gentleman turned to face Digger and opened his cloak. Hanging from the inside was row upon row of tiny clockwork bats, each no bigger than a pocket snuff box. Digger’s jaw hung open. Their value was more than he could calculate.*

*“They’re...”*

*Top Hat nodded. “Yes, valuable indeed. But this is not even half of it. Here, let me show you what they can do.”*

*The bats launched from Top Hat’s cloak with a chorus of metallic screeches. They swarmed Digger, gaslight flashing off metal as they engulfed him in a chattering, glittering tornado. Tiny razor blade wings opened cuts all over his face and hands, and shredded his coat effortlessly. The bats were too small and too fast for Digger to fight. Blood pattered the cobblestone sidewalk as he danced and flailed around. Tendons were severed. He dropped his knife, stumbled and fell to his knees.*

*The bats retreated. Digger looked up to see them back hanging from Top Hat’s cloak, silver flecked with crimson. He was still looking when Top Hat lifted a revolver and shot him through the heart. In the darkness behind the gentleman, Bert lay dead from a similar wound, a testament to not being quite fast enough to help his friend.*

*Top Hat pocketed the revolver and hurried down the street. As he walked, he pulled a small kerchief from a pocket, plucked a bat from its perch in the cloak. It squirmed and writhed as if alive, but eventually allowed a wing to be extended and meticulously cleaned.*

*Yes, valuable indeed.*



Constructs are labour-intensive devices at the best of times. Most tinkerers build them large to allow easy access to the internal mechanical works. A few craftspeople go in the other direction, striving to make their creations smaller and more compact. Slaving away with their watchmaker tools and jeweller eyepieces, they create devices that make up for their lack of sophistication with the astonishing intricacies of their tiny clockwork innards. These creators have found ways to animate small hordes of constructs and slave them to a single will, performing feats their larger cousins are incapable of emulating.

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This is **not** a set of official *Through the Breach* rules. These are “house rules” designed to fill a gap until more comprehensive construct rules are published by Wyrd Miniatures. *Malifaux* and *Through the Breach* are trademarked/copyrighted by Wyrd Miniatures. This document is not intended to challenge this in any way.

## General Rules

In *Malifaux*, a swarm is comprised of numerous tiny constructs that function together as a single entity. Every construct in the horde is identical. Individually, each construct is no bigger than a human hand (though it could be smaller) and not much of a threat. In numbers, though, the swarm can be quite imposing and dangerous.

### Swarm Size

Since swarm constructs are tiny and spread out, the Height rating does not accurately represent the size of a swarm. Instead, a **Swarm Size** rating is used.

This rating is from 1 to 4, and represents in general the number of constructs in the swarm. This is abstracted; a Swarm Size of 1 does not mean the swarm has only one construct.

It is not necessary to keep track of the exact number of constructs in a swarm, though Fatemasters may want to have a rough idea of total numbers for story purposes. Everyone should have clear picture of the size and design of an individual construct.

The overall space occupied by the swarm can vary, since the individual constructs can bunch together or spread apart (to a certain extent). Swarms can also change shape as required, attacking as a mass or stretching into a long single-file line of constructs to pass through small openings. If the character controlling the swarm does not specify a shape, the swarm is a roughly circular mass with a diameter equal to its Swarm Size. A swarm construct cannot be more than 2 feet apart from another swarm construct, and cannot be separated by a physical barrier or it is considered split from the rest of the swarm.

For miniatures, a Swarm Size of 1 and 2 is represented by a 30mm base. A Swarm Size of 3 uses a 40mm base, and a Swarm Size of 4 uses a 50mm base.

### Splitting

A swarm can be split into swarms of smaller size. The smallest Swarm Size is 1. Normally, only one swarm can be controlled at a time, so

when the swarm is split the controlling character decides which swarm is actively under control.

If a swarm is forced to split into a size smaller than Swarm Size 1 (e.g., part of a swarm falling into a pit or being trapped on one side of a door), the swarm immediately loses half its remaining Wounds, with a minimum of 1 lost. The constructs represented by the lost Wounds in this case simply go dormant and cannot be reactivated during Dramatic Time—unless the constructs are actually destroyed.

### Combining

A swarm controller can reunite the split-up sections of the original swarm simply by moving the different, smaller swarms together. If one smaller swarm became inactive when the swarm was originally split up, those dormant constructs spring back to life when the swarms merge.

The new united Swarm Size is equal to the total of the smaller Swarm Sizes. This could be less than the original size of the swarm if one of the smaller swarms took a lot of damaged while separated.

### Individual Constructs

If there is a need for a Fated to use only one construct out of a swarm, the construct is treated as having only 1 Wound and does not have a Swarm Size rating. It cannot use the Irresistible Tide or Overrun Actions. If the construct has a ranged weapon, it cannot use the Hail of Metal Action. The construct retains all other Aspects, Skills and Extra Bits. Unless the controlling character has the Multitasking Talent, only this one construct is currently considered to be active. The rest of the swarm is dormant.

All of the Actions mentioned above are explained later in this article.

### Control

Unless the controlling character has the Multitasking Talent, only one swarm can be controlled at a time even if multiple swarms once belonged to a larger, single swarm that the character deliberately split up. Uncontrolled swarms either fall dormant and cease all activity or, at the Fatemaster's discretion, continue

following their most recent instructions. The character can take control of a different swarm (active or dormant) by spending 1 AP.

If the Fatemaster requires line of sight to control a construct, the swarm can be controlled so long as the caster can see even one construct in the swarm. If the Fatemaster has set a limit on the distance a swarm can be controlled, so long as one construct is in range the swarm can be controlled. Manipulation of the swarm's shape could allow the swarm to extend beyond set ranges.

## Animation

All constructs in a swarm must be animated at once, by the same casting of the Animate Construct Magic. There are possibly two ways this can be done:

- The caster can use the Pulse Immuto with the Animate Construct Magic, and all the constructs must be bunched into a space 1 yard across or smaller. If the caster also knows the Increase Pulse Immuto, this space can be larger.
- The caster can use a Focus Object Immuto that is and big enough to encompass the entire swarm, such as a large, engraved casting circle.

## Actions

A swarm can be large, but it has no physical coherence. Due to this, it cannot undertake any actions that would require a coherent body (e.g. using a polearm to fight, bending the bars in a fence, throwing a damaging punch). A swarm can still use its numbers in other ways.

## Pushes

A swarm can use its overall mass to move an object. Any target with a Height of equal to or less than the Swarm Size can be automatically Pushed by the swarm at 1 yard per Round, provided the target does not actively resist. This Height-to-Swarm-Size limit can be altered at the discretion of the Fatemaster, as some larger objects weigh less while smaller objects weigh more.

If the target is resisting (like a human slapping away the constructs), a Push Action must be resolved to see if the swarm Pushes the target.

## (1) Irresistible Tide

AV: Swarm Size+1 Rg: #1 Resist: Df

The target is Pushed 1 yard plus 1 additional yard for each Margin of Success. Direction is determined by the swarm controller.

## Engulf

All swarms can encircle and envelop a target, striking at exposed skin or weakly armoured spots in a whirlwind of attacks.

All melee attacks gain the following trigger:

- *Engulf*: After successfully striking, the target gains the Engulfed condition.

## Engulfed Condition

The swarm is crawling over the target, climbing up clothes, getting under armour and generally infesting the target.

While Engulfed:

- All the swarm's damage ignores armour.
- The target must succeed at a Willpower Duel (TN10) in order to do anything other than attack the swarm.
- Ranged attacks targeting either the swarm or the Engulfed character must be randomized between the swarm and the engulfed character. This happens even if the shooter has a special rule that allows the randomization to be ignored.
- Any Auras, Blasts and Pulses that affect the Engulfed character also affect the swarm.

This condition lasts for only one turn, and the effects are shared only between the Engulfed character and the swarm that gave the Engulfed condition (that is, if a character is Engulfed by one swarm, that character is not automatically treated as Engulfed by any other swarm in the combat).

This condition can also be used defensively. The caster can choose to do no damage and Engulf a friendly target (this condition is applied

automatically if the target does not resist). All ranged attacks at the target are randomized as described above. If the Engulfed character is not the character controlling the swarm the Willpower Duel must still be won in order to take any actions.

### Small Spaces

A swarm can pass through an opening that is large enough to allow entry to a single construct. The larger the swarm, the more time is needed for the swarm to pass. It costs the swarm 1 AP x Swarm Size to completely move through a small opening. If the AP cost is larger than the swarm can spend in one turn, this Action can be carried over into further turns until it is complete. The swarm is not considered to be split up when it is moving through the gap.

If the swarm is moving down a small tunnel, and the tunnel length is greater than the swarm's Walk Aspect, the swarm must pay the "small spaces" AP cost again at the other end of the tunnel.



### Combat

The swarm is treated as a single construct/target in combat.

If the Swarm Size is 3 or 4, the swarm gains a  $\blacklozenge$  to Melee attack Flips and Damage Flips.

As the swarm has no coherent body, all Damage Flips against it gain a  $\square$  unless the attack does damage over an area. If the attack causes Blast Damage or uses an Aura or Pulse to cause damage, Damage Flips made against the swarm gain a  $\blacklozenge$ .

### Critical Effects

The swarm is destroyed when it reaches 0 Wounds. The swarm does not suffer from any Critical Effects that target specific body locations or involve blood loss (e.g., the Bleeding Out condition)—the effect is simply ignored. Additionally, the swarm does not breathe so it cannot be suffocated.

### Damage and Swarm Size

Damage to the swarm can reduce the Swarm Size rating. Divide the number of Wounds by the Swarm Size and round down. This is the number of Wounds the Swarm can lose before the Swarm Size is reduced by 1. Unless the Fatemaster wants to keep detailed records, the swarm does not need to recalculate any Aspects, Talents or special abilities based on Swarm Size (see Construction, below).

Once the swarm is reduced to Swarm Size 1, further Wound loss has no effect on Swarm Size.

If miniatures are being used, the swarm's model should switch to something with a base of the appropriate size.

### Repairs

It takes an hour of work with the Artefacting skill to repair 1 Wound. This assumes that all necessary tools and spare parts are available.

Spare parts cost money. Divide the final cost of the swarm by the number of Wounds and round up. This is the amount that must be spent in order to build enough constructs to restore 1 Wound. Fatemasters could allow characters to scrounge the parts in order to reduce the cost.

## Construction

Use the standard construction rules found in the *Fated Almanac*, page 233, but with the following additions.

Also, all swarm constructs have the **Swarm** and **Construct** characteristics.

## Construction Points

A swarm is always considered Height 1 regardless of size. This means the number of construction points available is based only on the builder's Artefacting skill. The advantage of a swarm is its numbers, not its complexity.

## Aspects

The swarm's beginning **Resilience** value is Swarm Size minus 3.

When calculating the swarm's **Wounds**, add the Swarm Size to the total.

## Skills

Swarm skills are limited only to the following:

- **Close Combat:** Martial Arts, Melee, Pneumatic (the swarm lacks the coherency to use other styles).
- **Expertise:** Appraise, Doctor, Explosives, Lockpicking, Navigation, Pick Pocket, Track.
- **Ranged Weapons:** Archery, Pistol, Thrown Weapon (individual constructs lack the size to effectively use larger weapons).
- **Training:** Any except Carouse.

## Extra Bits

Keep in mind the size of each individual construct in the swarm when determining what extra bits to add. As always, the Fatemaster has the final say on what a construct can carry.

Since the same extra bits must be purchased for multiple constructs, in almost every case the cost of the extra bits will be multiplied by the Swarm Size. This multiplier is applied even if the builder is fabricating all the parts instead of buying them.

## Body Modifications

### Armour

Individual swarm constructs can be Lightly Armoured (Armour +1). This lowers the final Defense by 1, to a minimum of 0. This armour cannot be removed.

**Cost:** 5§ x Swarm Size

### Clockwork Spring

Each swarm construct has a powerful mechanical coil used to store energy. When released, the construct becomes a whirling blur of motion.

The swarm gains either the Flurry or the Nimble Talent. This is decided during construction, and cannot later be changed.

**Cost:** 2§ x Swarm Size

### Flight

Swarm constructs can fly with wings, propellers ("air screws") or something more exotic.

The swarm gains the **Flight** Talent. The effects of flying are described in *The Fated Almanac*, page 205.

The swarm cannot carry objects while flying unless the object is smaller than an individual construct. The swarm cannot combine its might to lift a single large object.

Flying constructs cannot mount firearms, dart throwers or armour because of the weight.

**Cost:** 1§ x Move Aspect x Swarm Size

### Hands

Though small, each swarm construct has intricate, fully functional hands. The swarm gains a reduction of TN-2 whenever attempting a Duel that involves Grace (or a Skill based on Grace) where hands are used (built-in ranged weapons do not get this benefit). The swarm can reload its own ammunition (see Reloading, below), provided the swarm has ammunition to reload. Also, if the swarm has no melee weapons, it can use *improvised weapons*.

**Cost:** 5§ x Swarm Size

### Self Destruct

The swarm carries explosives that can be triggered by the swarm controller. Either one construct or the entire swarm can be detonated.

\*This is treated as a close combat attack. When calculating AV, if the swarm has no close combat skills, use the swarm's Speed.

**Cost:** 3§ x Swarm Size

#### (1) One Boom (Melee)

AV: \* Rg: #1 Resist: Df

Target suffers 1/2/3 damage. The attacking swarm suffers 1 Wound of damage even if the attack is unsuccessful.

#### (1) Chorus of Thunder (Melee)

AV: \* Rg: #1 Resist: Df

Target suffers damage equal to Swarm Size plus 1 damage. The swarm is destroyed.

### Ranged Attacks

Each construct is can carry only one ranged weapon. If the construct's Melee attack involves some special feature (like poison), the construct may not carry a ranged weapon at all.

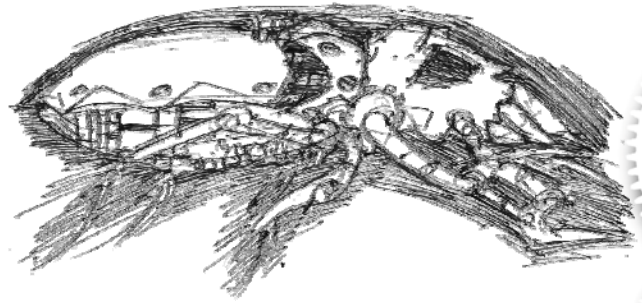
The swarm has a choice with how it shoots:

**Single Shot:** One construct fires one shot, and it is treated like a normal ranged attack. The shot is assumed to come from a construct in the swarm that is closest to the target.

**Hail of Metal:** The entire swarm fires at once. The range is the regular range for the weapon. Damage is equal to standard damage plus 1 damage. This Action is a single attack that costs 2 APs and uses up all the swarm's ammunition. If this attack was made with thrown Melee weapons, the swarm cannot make any more Melee attacks with that weapon.

### Reloading

Ranged weapons cannot normally be reloaded during Dramatic Time because it can be difficult to find specific constructs in need of reloading within the mass of the swarm. The Fatemaster can always allow exceptions to this.



### Firearms

The construct carries a single, built-in, heavily modified firearm. This is equivalent to a small pistol, though it is an integral part of the construct and not a separate hand weapon.

Weapon	Range	Damage	Capacity	Reload	Special	Cost
Tiny Gun	6	2/3/3	1	2 AP*	Ammo	7§

\*Cannot be reloaded during Dramatic Time.

A firearm can add have any customization except for Custom Grip. This includes the "shoddy" customization.

**Cost:** (5§ + customizations) x Swarm Size

At the Fatemaster's discretion, a swarm could aim and pull the trigger of a standard-sized firearm. This Action always costs 2AP, gains a  and Focus Actions cannot be used to aim.

### Archery

The construct may carry a small, single-shot crossbow with the following statistics:

Weapon	Range	Damage	Capacity	Reload	Special	Cost
Dart Thrower	6	1/2/3	1	2 AP*	Arrow	12§

\*Cannot be reloaded during Dramatic Time.

The dart is small, usually no bigger than a carpentry nail. The advantage of the dart thrower over a firearm is its silence. If the dart thrower is fired while the swarm is in cover, anyone who did not see the target get hit suffers  when making a Duel to locate the shooter.

**Cost:** 12§ x Swarm Size

### Thrown Weapons

The construct carries a weapon that uses a catapult mechanism to launch a blade or needle. Unlike the dart thrower, the weapon can be used in close combat until the weapon is thrown. Once thrown, the construct can no longer make a Melee attack with that weapon. The thrown weapon cannot be picked up again and must be manually reloaded once Dramatic Time is over. If the Fatemaster allows reloading, it takes 2 AP to reset the launch mechanism and attach a new melee weapon.

### Customized Ammunition

The ranged weapon can carry any kind of customized ammunition that can fit into the weapon.

### Melee Weapons

Each construct can carry only one custom blade, which must have either the Shortened or the Thrown customization. The final cost of a melee weapon is multiplied by Swarm Size.

A swarm can carry melee weapons even if it has an extra bit that prevents the swarm from carrying ranged weapons.

A swarm can always make *unarmed* close combat attacks instead of using a melee weapon. These attacks have a range of  $\infty$ 1 and do 0/1/1 damage.

If swarm constructs have the Hands Extra Bit, and there is enough appropriate material, the swarm can make *improvised weapon* close combat attacks. These attacks have a range of  $\infty$ 1 and do 1/1/2 damage.

### Customized Melee Weapons

Close combat weapons can be modified to include one of the following features. If the Melee weapon is customized, a separate ranged weapon cannot be carried by the construct.

#### Chemical Injector

The construct contains a reservoir of some toxic substance used to make its attacks more dangerous. The effects can vary. Choose one Trigger to represent the type of drug or chemical carried. This Trigger cannot be changed during

Dramatic Time. It takes 1 hour multiplied by Swarm Size to completely drain, clean and fill the swarm with a different chemical.

**Cost:** 15§ x Swarm Size.

✂ *Venom:* After damaging, the target gains the Poison +1 condition.

📖 *Sleep:* After damaging, the target must make an unconsciousness challenge as described in the *Fated Almanac*, page 212. If the target stays conscious, the target gains the Dazed condition.

🔥 *Greek Fire:* After damaging, the target gains the Burning +1 condition.

🦋 *Hallucinogen:* After damaging, the target gains the Blind and Slow conditions.

**Folded Steel:** The weapon gains the bonuses described in the *Fated Almanac*, page 175. The Folded Steel Customization does not add any space to the melee weapon, which means:

- It can be in addition to another Melee weapon Customization; or,
- If the Melee weapon has no other customizations, a ranged weapon may still be carried.

**Cost:** Standard cost x Swarm Size

#### Pneumatic

The construct has small drills, pincers, grinders or other types of articulated weapons. Use the standard Pneumatic customization in the *Fated Almanac*, page 175.

**Cost:** Standard cost x Swarm Size



## Sample Swarm Constructs

These constructs are presented as Fatemaster characters, but the Fated could easily build any of these provided they have the skill—and the money.


### **The Murder**

Originally constructed by Samuel Blaine, the Murder is an exquisitely crafted collection of mechanical crows. Each construct is two thirds the size of an actual crow, but apart from the size difference the constructs are indistinguishable from actual crows from a distance. Their motions when animate are remarkably avian, right down to extraneous and completely unnecessary activities (for a construct) such as preening.

Despite the name, this collection of constructs was not initially designed for a deadly purpose. The flock was actually designed to perform mechanical thievery, snatching jewelry and coins from unsuspecting victims, sometimes right from their pockets. Samuel Blaine led a very successful larceny endeavour until a Guild gunman shot down one of the birds and Blaine's craftsmanship was recognized.

Since then, the Murder has had multiple owners. Most simply used the constructs for theft, then passed the flock along when things got too hot. Some owners had enough skill to replace damaged birds and even increase the size of the flock, though differences in craftsmanship are visible to a trained eye. The most interesting and questionable modification came from the master crafter Ilda Kessler, who replaced the claws of the birds with sharpened talons and somehow trained the flock to fight. Why she made these modifications will never be known, as she was found murdered shortly after her changes were complete. The Murder is currently under lock and key in a Guild storage facility, but the secrets of its construction are known to several Arcanists. It would be little surprise if another flock made an appearance.

Arcanists interested in building their own version of the Murder must have the Artefacting skill at a minimum level of 4.

The Murder			
Minion, Construct, Swarm			
<i>Might</i>	<i>Grace</i>	<i>Speed</i>	<i>Resilience</i>
-2	0	2	0
<i>Charm</i>	<i>Intellect</i>	<i>Cunning</i>	<i>Tenacity</i>
-5	-5	-5	-5
<i>Defense</i>	<i>Walk</i>	<i>Height/Swarm</i>	<i>Initiative</i>
4 (9)	5	1/3	1 (6)
<i>Willpower</i>	<i>Charge</i>	<i>Wounds</i>	
2 (7)	6	7	
<b>Skills:</b> Martial Arts (1), Pick Pocket (1)			
<b>Flight:</b> This character is immune to falling damage and may ignore any terrain or other characters while moving.			
<b>Hands:</b> Grace Duel TN -2 if hands are used.			
<b>Swarm Size:</b> 3. Loses 1 Swarm Size per 2 Wounds.			
<b>(1) Ripping Talons (Martial Arts)</b>			
AV: 3 (8)	Rg: $\mathcal{M}$ 1	Resist: Df	
The target suffers 2/3/4 damage.			
 <i>Engulf:</i> After successfully striking, the target gains the Engulfed condition.			
<b>(1) Irresistible Tide</b>			
AV: 4 (9)	Rg: $\mathcal{M}$ 1	Resist: Df	
The target is Pushed 1 yard plus 1 additional yard for each Margin of Success.			
Cost: 119§		Repair Cost: 17§/Wound	



## The Tincoats









Toy soldiers are still popular toys for little boys, and even appear in some adult entertainments, such as Tchaikovsky's *The Nutcracker Suite*.

Some arcane craftsman took the playthings in a darker direction with the construction of a company of tiny metal soldiers with working firearms. On initial inspection, these constructs appear to be nothing more than larger versions of their recreational cousins, crudely cast out of darkened metal in the form of soldiers from the age of Napoleon. They all have a clumsy coat of enamel paint that is heavily scratched and chipped in places. Only the rifles seem out of place, with large barrels and misshapen stocks. When animated, this company becomes a deadly weapon, relentlessly marching on their enemies.

The Tincoats first gained notoriety in the hands of collector and noted criminal kingpin Sergey Dolov. He already had a considerable collection of soldiers, which he sometimes put on display for special guests during anniversaries of noted battles. He spent a great deal of time purchasing the Tincoats in twos and threes from owners both in Malifaux and back Earthside. In the end, however, it seemed that someone went to considerable effort to set up Dolov. The night he secured his last Tincoat, the entire collection came to life and killed him, along with most of his staff, in a running battle that wrecked the house. Investigators sifting through the rubble recovered only a handful of damaged Tincoat constructs. The rest left the house and vanished.

Tincoats have turned up on several occasions, performing anything from guard duties to assaulting the home of a minor official. Damaged constructs recovered from the incidents show some differences from the ones in Dolov's collection. Some merely have different coats of paint, while others exhibit superior skill in their crafting. One thing is certain: There are those who do not fear the wrath of the Guild for causing mayhem with these little metal soldiers.

Arcanists interested in building their own version of the Tincoats must have the Artefacting skill at a minimum level of 2.

The Tincoats			
Minion, Construct, Swarm			
<i>Might</i>	<i>Grace</i>	<i>Speed</i>	<i>Resilience</i>
-2	1	0	-2
<i>Charm</i>	<i>Intellect</i>	<i>Cunning</i>	<i>Tenacity</i>
-5	-5	-5	-5
<i>Defense</i>	<i>Walk</i>	<i>Height/Swarm</i>	<i>Initiative</i>
1	4	1/2	
<i>Willpower</i>	<i>Charge</i>	<i>Wounds</i>	
2	4	6	
<b>Skills:</b> Pistol (2)			
<b>Armour:</b> Tincoats are Lightly Armoured (Armour +1)			
<b>Swarm Size:</b> 2. Loses 1 Swarm Size per 3 Wounds.			
<b>(1) Pop Gun (Pistol)</b>			
AV: 1 (6)	Rg:  6	Resist: Df	
<b>Single Shot:</b> The target suffers 2/3/3 damage.			
<b>Hail of Metal:</b> AP2. The target suffers 4  /5  /5  /5  /5 damage. All ammo is expended.			
<b>(1) Ineffective Assault (Melee)</b>			
AV: 0 (5)	Rg:  1	Resist: Df	
The target suffers 0/1/1 damage.			
 <b>Engulf:</b> After successfully striking, the target gains the Engulfed condition.			
<b>(1) Irresistible Tide</b>			
AV: 3 (8)	Rg:  1	Resist: Df	
The target is Pushed 1 yard plus 1 additional yard for each Margin of Success.			
Cost: 77§		Repair Cost: 13§/Wound	

## The Curse of Khefretep





Even in Malifaux, the legends and mysteries of that most Ancient Egypt capture the imagination. After all, who could resist the lure of an unimaginable hoard of treasure that could be secured with little more than a shovel, some torches and good supply of honest labour? Of course, those ancient, long-dead owners that wealth often found very clever and very deadly ways to protect their fortune from beyond the grave.

The Curse of Khefretep is a modern version of such protection. It is a swarm of ornamented scarabs, crafted to resemble pieces of jewelry once worn by the peoples of the Nile. The Curse was built specifically to guard Egyptian antiquities, to lie in wait seemingly as part of the valuables until unwary thieves got too close.

The Curse was built at the request of Dino Vetti, the once famed Egyptian treasure hunter. Each scarab incorporated a reinforced syringe to deliver some chemical cocktail to its target. Initially, Vetti had the scarabs filled with a drug causing unconsciousness. Would-be robbers would be rendered senseless and then turned over to law enforcement. As time went on, Vetti became increasingly paranoid over the possible theft of his Egyptian gold. He eventually filled the scarabs with a far more toxic mixture. Vetti was eventually imprisoned for using the scarabs to kill a business partner and two of his neighbours.

Several versions of the Curse of Khefretep are known to exist. Most are used as originally designed: to defend treasured objects. Some swarms have been tailored for the far more sinister purpose of assassination. These dark beetles possess none of the guilt of their cousins, and are extremely difficult to detect until they strike.

Arcanists interested in building their own version of the Curse of Khefretep must have the Artefacting skill at a minimum level of 3.

The Curse of Khefretep			
Minion, Construct, Swarm			
<i>Might</i>	<i>Grace</i>	<i>Speed</i>	<i>Resilience</i>
-2	0	2	-2
<i>Charm</i>	<i>Intellect</i>	<i>Cunning</i>	<i>Tenacity</i>
-5	-5	-5	-5
<i>Defense</i>	<i>Walk</i>	<i>Height/Swarm</i>	<i>Initiative</i>
4	5	1/3	
<i>Willpower</i>	<i>Charge</i>	<i>Wounds</i>	
2	6	7	
<b>Skills:</b> Martial Arts (1)			
<b>Clockwork Spring:</b> The swarm has the Flurry Talent.			
<b>Swarm Size:</b> 3. Loses 1 Swarm Size per 2 Wounds.			
<b>(1) Mandible Blades (Martial Arts)</b>			
AV: 3 (8)	Rg:  1	Resist: Df	
The target suffers 2/3/4 damage.			
 <i>Chemical Injector (Venom):</i> After damaging, the target gains the Poison +1 condition.			
 <i>Engulf:</i> After successfully striking, the target gains the Engulfed condition.			
<b>(1) Irresistible Tide</b>			
AV: 4 (9)	Rg:  1	Resist: Df	
The target is Pushed 1 yard plus 1 additional yard for each Margin of Success.			
Cost: 130\$		Repair Cost: 19\$/Wound	