

THROUGH THE BREACH A MALIFAUX ROLEPLAYING GAME BY WYRD

THROUGH THE BREACH IS A CAPTIVATING ROLEPLAYING GAME SET IN THE DARK AND TWISTED UNIVERSE OF MALIFAUX, A WORLD RICH WITH MAGIC, DANGER, AND INTRIGUE. CREATED BY WYRD MINIATURES, THIS GAME OFFERS PLAYERS THE OPPORTUNITY TO IMMERSE THEMSELVES IN A UNIQUE SETTING WHERE THEY CAN EXPLORE COMPLEX NARRATIVES, ENGAGE IN THRILLING COMBAT, AND FORGE POWERFUL ALLIANCES. THROUGH THE BREACH COMBINES TRADITIONAL TABLETOP RPG MECHANICS WITH A DISTINCTIVE CARD-BASED SYSTEM, ALLOWING PLAYERS TO EXPERIENCE A RICH, DYNAMIC GAMEPLAY ENVIRONMENT THAT IS DIFFERENT FROM MANY CONVENTIONAL ROLEPLAYING GAMES.

OVERVIEW OF MALIFAUX

MALIFAUX IS A VICTORIAN-INSPIRED WORLD FILLED WITH SUPERNATURAL ELEMENTS AND A DIVERSE RANGE OF CHARACTERS, INCLUDING SPELLCASTERS, MERCENARIES, AND CREATURES FROM OTHER DIMENSIONS. THE STORY UNFOLDS IN A CITY THAT SERVES AS A GATEWAY TO OTHER REALMS, OFTEN REFERRED TO SIMPLY AS "THE BREACH." THE GAME'S NARRATIVE IS STEEPED IN THEMES OF CONFLICT, AMBITION, AND THE STRUGGLE FOR POWER. PLAYERS ASSUME THE ROLES OF CHARACTERS KNOWN AS "ARCANISTS," "NEVERBORN," AND "GUILD," AMONG OTHERS, EACH WITH THEIR OWN MOTIVES AND BACKSTORIES.

SETTING THE SCENE

- THE BREACH: A PORTAL THAT CONNECTS THE WORLD OF EARTH TO MALIFAUX, THIS MYSTICAL GATEWAY IS A FOCAL POINT FOR THE GAME'S NARRATIVE. PLAYERS OFTEN FIND THEMSELVES NAVIGATING THE DANGERS POSED BY THE BREACH AND THE ENTITIES THAT INHABIT MALIFAUX.
- FACTIONS AND FOES: THE UNIVERSE OF MALIFAUX IS POPULATED BY VARIOUS FACTIONS, EACH WITH ITS OWN GOALS AND IDEOLOGIES. UNDERSTANDING THESE FACTIONS IS CRUCIAL FOR PLAYERS AS THEY NAVIGATE ALLIANCES AND ENMITIES.

GAMEPLAY MECHANICS

AT ITS CORE, THROUGH THE BREACH EMPLOYS A UNIQUE BLEND OF TRADITIONAL TABLETOP RPG ELEMENTS AND INNOVATIVE MECHANICS. PLAYERS CREATE CHARACTERS, ENGAGE IN STORYTELLING, AND PARTICIPATE IN COMBAT USING A CARD-DRIVEN SYSTEM RATHER THAN THE STANDARD DICE ROLLS SEEN IN MANY RPGS.

CHARACTER CREATION

CREATING A CHARACTER IN THROUGH THE BREACH IS AN ENGAGING PROCESS THAT ALLOWS PLAYERS TO CRAFT UNIQUE PERSONAS. HERE ARE SOME KEY STEPS IN CHARACTER CREATION:

1. CHOOSE A FACTION: PLAYERS SELECT A FACTION THAT ALIGNS WITH THEIR CHARACTER'S BACKSTORY AND MOTIVATIONS. COMMON FACTIONS INCLUDE:
 - THE GUILD
 - THE ARCANISTS
 - THE NEVERBORN
 - THE RESURRECTIONISTS
 - THE TEN THUNDERS
2. SELECT A CHARACTER TYPE: EACH FACTION OFFERS VARIOUS CHARACTER TYPES, SUCH AS:
 - ENFORCERS: COMBAT SPECIALISTS.
 - HENCHMEN: SUPPORT CHARACTERS WITH UNIQUE ABILITIES.

- MASTERS: POWERFUL LEADERS WITH STRONG INFLUENCE OVER THE GAME.

3. ALLOCATE ATTRIBUTES AND SKILLS: CHARACTERS HAVE VARIOUS ATTRIBUTES (E.G., AGILITY, WILLPOWER) THAT DEFINE THEIR ABILITIES. PLAYERS MUST STRATEGICALLY ALLOCATE POINTS TO CREATE A BALANCED CHARACTER.

4. PICK A DESTINY: EACH CHARACTER HAS A PERSONAL NARRATIVE ARC KNOWN AS A "DESTINY," WHICH INFLUENCES THEIR GOALS AND MOTIVATIONS THROUGHOUT THE GAME.

5. CHOOSE EQUIPMENT AND ABILITIES: PLAYERS CAN SELECT FROM A RANGE OF WEAPONS, MAGICAL ABILITIES, AND SKILLS THAT ENHANCE THEIR CHARACTER'S EFFECTIVENESS IN GAMEPLAY.

CARD-BASED MECHANICS

UNLIKE MANY TRADITIONAL RPGS THAT RELY ON DICE, THROUGH THE BREACH USES A DECK OF PLAYING CARDS TO DETERMINE OUTCOMES. THIS MECHANIC ADDS AN ELEMENT OF UNPREDICTABILITY AND STRATEGY TO THE GAME.

- FLIP CARDS: PLAYERS DRAW CARDS FROM THEIR DECKS FOR VARIOUS ACTIONS, INCLUDING COMBAT AND SKILL CHECKS. THE SUIT AND VALUE OF THE CARD DRAWN CAN AFFECT THE SUCCESS OF THE ACTION.

- CHEATING FATE: PLAYERS HAVE THE OPTION TO "CHEAT" BY PLAYING A CARD FROM THEIR HAND TO INFLUENCE OUTCOMES, ALLOWING FOR MORE TACTICAL DECISION-MAKING.

- STORY EVENTS: THE CARD SYSTEM CAN TRIGGER UNIQUE STORY EVENTS BASED ON THE CARDS DRAWN, CREATING DYNAMIC AND UNEXPECTED NARRATIVE DEVELOPMENTS.

THE ROLE OF THE GAME MASTER

IN THROUGH THE BREACH, THE ROLE OF THE GAME MASTER (GM) IS CRUCIAL TO FACILITATING THE GAME'S NARRATIVE AND ENSURING AN ENGAGING EXPERIENCE FOR PLAYERS. THE GM IS RESPONSIBLE FOR:

- WORLD-BUILDING: CRAFTING THE ENVIRONMENT AND SETTING THE TONE OF THE GAME. THIS INCLUDES DESCRIBING LOCATIONS, NPCs (NON-PLAYABLE CHARACTERS), AND THE OVERARCHING STORY.

- NARRATIVE CONTROL: GUIDING THE PLOT AND ADAPTING IT BASED ON PLAYER CHOICES. THE GM MUST REMAIN FLEXIBLE, ALLOWING FOR UNEXPECTED PLAYER DECISIONS TO INFLUENCE THE STORY.

- CONFLICT RESOLUTION: MANAGING ENCOUNTERS AND CONFLICTS, ENSURING THAT GAMEPLAY REMAINS BALANCED AND FAIR WHILE PROVIDING A CHALLENGE TO PLAYERS.

CREATING IMMERSIVE STORYLINES

A KEY ASPECT OF THROUGH THE BREACH IS ITS EMPHASIS ON STORYTELLING. HERE ARE SOME EFFECTIVE STRATEGIES FOR GMS TO CREATE IMMERSIVE NARRATIVES:

- CHARACTER BACKSTORIES: ENCOURAGE PLAYERS TO DEVELOP RICH BACKSTORIES THAT CAN BE INTEGRATED INTO THE MAIN NARRATIVE. THIS ADDS DEPTH AND PERSONAL INVESTMENT TO THE GAME.

- DYNAMIC NPCs: POPULATE THE WORLD WITH MEMORABLE NPCs WHO HAVE THEIR OWN AGENDAS, MOTIVATIONS, AND PERSONALITIES. THIS CAN CREATE ENGAGING INTERACTIONS AND CONFLICTS.

- MORAL DILEMMAS: INTRODUCE SITUATIONS THAT REQUIRE PLAYERS TO MAKE MORALLY AMBIGUOUS CHOICES, ADDING COMPLEXITY TO THE NARRATIVE AND CHARACTER DEVELOPMENT.

EXPANDING THE EXPERIENCE

THROUGH THE BREACH OFFERS A VARIETY OF EXPANSIONS AND SUPPLEMENTS THAT ENHANCE THE GAMEPLAY EXPERIENCE. THESE

EXPANSIONS PROVIDE ADDITIONAL NARRATIVE CONTENT, NEW CHARACTER OPTIONS, AND ALTERNATIVE MECHANICS.

EXPANSIONS AND SUPPLEMENTS

1. NEW FACTIONS AND CHARACTERS: EXPANSIONS OFTEN INTRODUCE NEW FACTIONS, CHARACTERS, AND ABILITIES, ALLOWING FOR GREATER DIVERSITY AND COMPLEXITY IN GAMEPLAY.
2. SCENARIOS AND CAMPAIGNS: OFFICIAL SCENARIOS PROVIDE STRUCTURED ADVENTURES FOR GMS, COMPLETE WITH STORY HOOKS, ENEMIES, AND REWARDS.
3. ADDITIONAL RULES AND MECHANICS: EXPANSIONS MAY INTRODUCE NEW GAMEPLAY MECHANICS, OFFERING FRESH CHALLENGES AND EXPERIENCES FOR PLAYERS.

COMMUNITY AND RESOURCES

THE THROUGH THE BREACH COMMUNITY IS VIBRANT AND ACTIVE, OFFERING NUMEROUS RESOURCES FOR PLAYERS AND GMS ALIKE:

- FORUMS AND ONLINE GROUPS: MANY DEDICATED FORUMS AND SOCIAL MEDIA GROUPS EXIST WHERE PLAYERS CAN SHARE STORIES, STRATEGIES, AND CHARACTER BUILDS.
- HOMEBREW CONTENT: PLAYERS OFTEN CREATE THEIR OWN SCENARIOS, FACTIONS, AND RULES, ADDING PERSONAL TOUCHES TO THEIR GAMES.
- OFFICIAL EVENTS: WYRD MINIATURES HOSTS EVENTS AND TOURNAMENTS THAT BRING PLAYERS TOGETHER, FOSTERING A SENSE OF COMMUNITY AND SHARED EXPERIENCE.

CONCLUSION

THROUGH THE BREACH IS A UNIQUE ROLEPLAYING GAME THAT STANDS OUT FOR ITS RICH NARRATIVE, INNOVATIVE GAMEPLAY MECHANICS, AND IMMERSIVE WORLD-BUILDING. PLAYERS ARE INVITED TO DELVE INTO THE DARK AND MYSTERIOUS UNIVERSE OF MALIFAUX, WHERE THEY CAN CRAFT THEIR OWN STORIES AND FACE THE CONSEQUENCES OF THEIR CHOICES. WITH ITS CARD-DRIVEN MECHANICS, EMPHASIS ON CHARACTER DEVELOPMENT, AND SUPPORT FOR DYNAMIC STORYTELLING, THROUGH THE BREACH PROVIDES A REFRESHING AND ENGAGING EXPERIENCE FOR BOTH SEASONED GAMERS AND NEWCOMERS ALIKE. WHETHER YOU'RE DRAWN TO THE ALLURE OF THE FACTIONS, THE THRILL OF COMBAT, OR THE INTRICACIES OF CHARACTER RELATIONSHIPS, THIS GAME OFFERS SOMETHING FOR EVERYONE WHO DARES TO STEP THROUGH THE BREACH.

FREQUENTLY ASKED QUESTIONS

WHAT IS 'THROUGH THE BREACH' IN THE CONTEXT OF TABLETOP RPGs?

'THROUGH THE BREACH' IS A TABLETOP ROLEPLAYING GAME SET IN THE UNIVERSE OF MALIFAUX, DESIGNED BY WYRD MINIATURES, WHERE PLAYERS ASSUME THE ROLES OF CHARACTERS NAVIGATING THROUGH A DARK, VICTORIAN-INSPIRED WORLD FILLED WITH MAGIC, DANGER, AND INTRIGUE.

HOW DOES CHARACTER CREATION WORK IN 'THROUGH THE BREACH'?

CHARACTER CREATION IN 'THROUGH THE BREACH' INVOLVES CHOOSING A CHARACTER'S ORIGIN, PROFESSION, AND VARIOUS ABILITIES, ALLOWING FOR A HIGH DEGREE OF CUSTOMIZATION AND PERSONALIZATION TO FIT DIFFERENT PLAY STYLES.

WHAT ARE THE KEY MECHANICS THAT DIFFERENTIATE 'THROUGH THE BREACH' FROM

OTHER RPGs?

'THROUGH THE BREACH' UTILIZES A UNIQUE CARD-BASED SYSTEM FOR RESOLVING ACTIONS AND CONFLICTS INSTEAD OF TRADITIONAL DICE, WHICH ADDS AN ELEMENT OF UNPREDICTABILITY AND STRATEGY TO GAMEPLAY.

CAN YOU DESCRIBE THE SETTING OF MALIFAUX?

MALIFAUX IS A TWISTED, ALTERNATE REALITY THAT COMBINES ELEMENTS OF FANTASY, HORROR, AND THE WILD WEST. IT FEATURES A MYRIAD OF FACTIONS, MAGICAL ENTITIES, AND A RICH LORE THAT PLAYERS CAN EXPLORE THROUGH THEIR ADVENTURES.

WHAT ARE SOME COMMON FACTIONS PLAYERS CAN ENCOUNTER IN 'THROUGH THE BREACH'?

PLAYERS CAN ENCOUNTER VARIOUS FACTIONS SUCH AS THE GUILD, ARCANISTS, NEVERBORN, AND RESURRECTIONISTS, EACH WITH THEIR OWN MOTIVES, STRENGTHS, AND WEAKNESSES THAT INFLUENCE THE GAME'S NARRATIVE.

HOW DOES 'THROUGH THE BREACH' INCORPORATE STORYTELLING ELEMENTS?

'THROUGH THE BREACH' ENCOURAGES COLLABORATIVE STORYTELLING, WHERE THE GAME MASTER (GM) AND PLAYERS WORK TOGETHER TO CREATE ENGAGING NARRATIVES, WITH PLAYERS' CHOICES SIGNIFICANTLY IMPACTING THE UNFOLDING STORY.

IS THERE A BEGINNER-FRIENDLY WAY TO START PLAYING 'THROUGH THE BREACH'?

YES, THE 'THROUGH THE BREACH' RULEBOOK INCLUDES A BEGINNER'S GUIDE AND SAMPLE SCENARIOS TO HELP NEW PLAYERS UNDERSTAND THE MECHANICS AND GET STARTED WITH THEIR FIRST GAME EASILY.

WHAT TYPES OF ADVENTURES CAN PLAYERS EXPERIENCE IN 'THROUGH THE BREACH'?

PLAYERS CAN EMBARK ON VARIOUS ADVENTURES, RANGING FROM HEISTS AND INVESTIGATIONS TO BATTLING SUPERNATURAL THREATS AND EXPLORING THE MYSTERIES OF MALIFAUX, EACH OFFERING UNIQUE CHALLENGES AND REWARDS.

ARE THERE EXPANSIONS OR ADDITIONAL CONTENT AVAILABLE FOR 'THROUGH THE BREACH'?

YES, WYRD MINIATURES HAS RELEASED SEVERAL EXPANSIONS AND SUPPLEMENTS FOR 'THROUGH THE BREACH' THAT INTRODUCE NEW CHARACTERS, FACTIONS, AND STORYLINES, ENRICHING THE GAMEPLAY EXPERIENCE AND EXPANDING THE LORE.

[Through The Breach A Malifaux Roleplaying Game By Wyrd](#)

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