SWARMS	Complexity/GP	Description
Cleaner Swarm	Min/1	Cleans, eliminates forensic evidence.
Disassembler Swarm	Mod/R/2	Deconstructs, DV 1d6 per turn, eats armor.
Engineer Swarm	Min/1	Constructs/shapes environment.
Fixer Swarm	Mod/2	Repairs DV 1d10 per hour, 1 wound per day.
Gardener Swarm	Min/1	Maintains flora, defoliates, kills weeds, pollinates, etc.
Guardian Swarm	Mod/2	Disables other swarms, reduce DUR of both 5 per turn.
Protean Swarm	As Object	Nanofabricates a specific, pre-programmed item.
Pusher Swarm	Min/R/1 + drug/toxin	Exposes biomorphs to drug/toxin.
Saboteur Swarm	Mod/R/2	Sabotages electronics/machinery; 50% chance of wound every WT turns.
Scout Swarm	Min/1	Maps area, collects forensic evidence, Know: Chemistry 60, Exotic Skill: Forensics 60.
Spy Swarm	Min/1	Surveillance, Perceive 60.
Taggant Swarm	Min/1	Tag everything in area for tracking purposes.