ANTARES 2 ARMY LIST

VIRAI DRONESCOURGE

V2.011 J

VIRAI SPECIFIC RULES

The following rules, technology and equipment are common or unique to the intelligent drone forces of the Virai Dronescourge.

HIVE STRUCTURE

Every Virai drone is a member – or component – of a Virai Hive, an assemblage of Virai headed by a First Instance, a type of command drone called Architectors. There can be only one Virai in command of a hive, and all the subsidiary Virai take orders from that First Instance. Occasionally, a Hive may decide to splinter off another First Instance (a NuFirst) to propagate or manage a continent or star system.

First Instance Architectors are assisted by Secondary Instance Architectors, each of which oversees a specific aspect of Hive existence such as mining, security, scavenging, fuel or manufacturing. Beneath these are Tertiary Instance Supervisors who look after a particular section, manufacturing machine or mine shaft. Beneath the Tertiaries are the worker and warrior drones who actually carry out the work.

There are only a fixed number of Virai drone types, as shown in the table below. The Virai in the Skytrex store are envisioned as the default Virai template of metallic, insect-like creatures. Whilst Virai Hive structure never varies, they can take almost any form depending on their environment and materials available: players should feel free to customise their own.

VIRAI SPECIAL RULES

Architector

Architectors are the minds of the Hive, built to control the other Virai. Every Virai force must have at least one Architector (a model with this special rule). An Architector also automatically receives the special rules: Army Option(Hive Summons), Reprogram, Repair Swarm and Self-Repair.

Reprogram

Reprogram is used by Architectors to quickly recover functionality on other Virai units or to give a unit a temporary boost. An Architector with Reprogram gains an extra order die – the Reprogram die – to affect Virai under its command.

Virai Stats								
Infantry Command Virai*	**M**	**Ag**	**Ac**	**Str**	**Res**	**Init**	**Co**	**Special**
First Instance Architector	6	5	6	7	12	7	10	Architector, Command, Download, Follow, Hero, Tough 2, Transport Space 3, Unique, Wound 2
NuFirst Architector	6	5	6	7	11	7	9	Architector, Command, Follow, Hero, Tough, Transport Space 3, Unique, Wound
Secondary Instance Architector	6	7	5	7	10	6	9	Architector, Command, Follow, Hero, Tough, Transport Space 2
Tertiary Instance Supervisor	5	6	5	5	9	4	8	Architector, Command, Tough, Transport Space 2
Infantry Virai	**M**	**Ag**	**Ac**	**Str**	**Res**	**Init**	**Co**	**Special (all Transport Space 1)**
Warrior/Hive Defender	6	5	5	7	7	4	6	–
Assault Warrior	6	5	5	8	8	4	6	Savage Strike
Constructor	5	6	5	5	6	4	6	–
Vehicle Virai	**M**	**Ag**	**Ac**	**Str**	**Res**	**Init**	**Co**	**Special** (all Vehicle, Large, Suspensored)
Ancient First Instance Architector*	6	5	6	5	13	8	10	Command 15", Architector, Follow, Hero, Ace 2, Download, MOD 2, Riders 6, Unique, Assault
Virai Light Transport Drone	6	6	5	–	12	4	6	MOD 2, Transport 10, Suspensored
Weapon Drone Virai	**M**	**Ag**	**Ac**	**Str**	**Res**	**Init**	**Co**	**Special**
Virai Weapon Drone	6	6	5	(5)	11	4	6	Transport Space 3, Suspensored, Drone
* The Architector special rule includes the special rules: Army Option(Hive Summons), Reprogram, Repair Swarm, Self-Repair.								

An Architector can also turn **one** of its own order dice into a Reprogram die at the cost of foregoing an action.

After a die is drawn, allocated to the Architector and becomes available for use, it can be declared to be a Reprogram die. It doesn't matter if the Reprogram die is the first or second order dice out the bag as long as one, at least, is declared to be a Reprogram die. Any die drawn after an event is triggered must follow the constraints of the event if at all possible – perhaps by allocating the die and the event's instructions to another unit. If this is impossible, the event trigger is ignored and the Reprogram die can be used as normal.

Once the Reprogram die is allocated, the recipient architector **must** take a Co Test, modified by any pins as normal (the Reprogram is not automatic and this test is **not** a Order Test):

- On **failure**, the Reprogram die is put aside for use next turn.
- On **success**, the Reprogram die is placed next to the Architector showing 'Rally'. No actions normally associated with a Rally are performed (such as removing pins or performing a scenario effect): the Rally only used to indicate a **Reprogram** has taken place. The Architector now **Reprograms** one or more Virai units who have a model within 5" of the Architector. Reprogram takes one of two forms, either **Overclock** or **Reset**, as follows.

Overclock

The Architector gives a friendly Virai unit in range a second activation this turn. MOD units, Architectors, Scavenged units and probe shards cannot be *Overclock*-ed as they are already working at maximum capability (Virai weapon drones or weapon teams with scavenged weapons with only one order dice **can** be *Overclock*-ed).

- The affected unit must already have an order dice.
- The affected unit's own dice is returned to the bag. If the affected unit is currently Down, then it must succeed at a Recovery test for the dice to be returned to the bag and if it fails, the *Overclock* fails.
- No unit can be *Overclock*-ed more than once per turn.

Reset

An Architector clears the overloaded process queues of one or more friendly Virai units in range (so removing pins).

- **Specify** the units that are to be reset: MOD units, Scavenged units and probe shards cannot be *Reset*; units carrying scavenged weapons and Architector units **can** be reset, including the Architector issuing the *Reset.*
- Roll 1D6 to determine the *Reset* total: the number of pins that can be removed.
- Distribute the total as evenly as possible amongst the units being *Reset*. If this distribution results in a unit being given a greater value than it has pins, then the extra can be allocated to the other **specified** units. Any excess after the redistribution are ignored.
- Remove pins from each unit equal to the *Reset* amount allocated to them

> *For example, two units within 5" of an Architector have pins, one with one pin and one with four. The Architector issues a Reset and rolls a '4' on 1D6. This normally results in a 2 and 2 distribution, but as one of those units has only one pin, the extra can be applied to the other unit, instead. The unit with only one pin has its pin removed, and the unit with four has three pins removed (leaving it with one).*

Unless stated otherwise, an objective carried or escorted by a Virai unit cannot itself be Reprogrammed, so blocks the carrying or escorting unit from being Reprogrammed.

Riders

An Ancient First can carry up to four Hive Defenders clinging to its hull, shown without a M stat. These cannot be harmed by shooting against the First Instance and are destroyed when it is removed from the table. The Hive Defenders are separate models in an Assault and are placed on the table as soon as the PBS begins: they take part in PBS and hand-to-hand and are destroyed as any other model. Hits upon, and casualties amongst, the Hive Defenders do not inflict a pin on the Ancient First. After an Assault, surviving Hive Defenders return to the First Instance and are removed from the table, perhaps to be used again.

Download

If a First Instance with Download is removed as a casualty, then it can instantly transfer its mind-state to any other Second Instance model on the table. The Second Instance becomes a First Instance and inherits the First Instance's Init and Co stats together with its Download special ability. The rest of the target model's stats and weaponry remain the same until the newly promoted First Instance can take time away from the battlefield to upgrade itself.

WEAPONS

Fusion Cutter

This is the basic hand tool powered by the internal power sources of a Virai drone. It is carried by Architectors and some constructors as it is primarily a general-purpose cutting tool that can have its focus adjusted for use in combat. Like many Virai fusion weapons, it is much more effective close in, before its destructive power becomes too dispersed.

Fusion Flamer

This is the most common, general-purpose weapon-tool carried by Virai warrior drones. As pragmatic as all Virai weapons and tools, it is normally used as a powerful cutting and mining tool by warriors accompanying scavenging squads. The flamer projects a field into which a fusion reaction is forced.

Whilst the fusion cutter is often built into appendages, the fusion flamer's additional control and focusing circuitry make it rather bulky, so it is highly visible on Warrior drones.

Flamer Array

This is the main support weapon carried by Virai weapon drones and appears to be little more than a number of fusion flamers combined into a single, multi-barrelled unit. The flamer array has two modes of operation: stutter mode, in which each individual flamer is effectively fired separately, and focused mode in which the individual flamers are combined into a single pulse with a slightly increased range.

Mining Arms/Tools

The Virai have a range of mining tools for extracting ore and minerals. Long ago, they incorporated limited compression technology into their designs and mining-specialised Constructors now carry a number of tool arms specialised for

mining. The attachments compress and tractor away the debris like Boromite compactor mauls, and though less efficient, can still be deadly in combat!

Ripclaws

Ripclaws are multi-purpose tool appendages given to Virai warrior drones and are a combination of a power vice with digging and cutting blades useful for both demolitions and mining. On the battlefield, they are used as much in hand-to-hand combat as in tearing down the fabric of walls and obstacles, ripping through doors or even destroying buildings.

The real danger from ripclaws is in the co-operation that is an integral component of Virai programming. When demolishing buildings, for example, where one Virai strikes, another will immediately follow up the strike in the exact same location to cause maximum damage to the fabric of the construction. On the battlefield, this means that a hit from one ripclaw is likely to be followed immediately by another, at the same, weakened spot.

ARMOUR & EQUIPMENT

Like Boromites, Virai tend to use whatever tools they are fitted with but will scavenge military grade weapons where they are available.

Repair Swarm

Type: Integral Module; classed as a weapon for damage table purposes

Virai Architectors exude a mass of narrowly intelligent micro-drones that carry out repairs on any Virai nearby. In some ways this is similar to a medi-buddy, though Repair Swarms do not come with their own, separate drone models so are classed as miscellaneous equipment.

Repair Swarms:

- Have a range of 5" from the Architector;
- Affect any **Virai:** vehicle, weapon drone, infantry, and weapon team units from either side (friend or enemy), including the Architector's own unit and the Architector. Affected units gain the following:
  - One model in an infantry unit or weapon team can reroll a failed Res Test;
  - Weapon drones and vehicles gain Self-Repair and Ace 1 if they do not have Ace already.

STAA Probes

Type: Probe

Small Virai drones are occasionally equipped with enhanced sensors and additional targeting algorithms so they can act in a fashion similar to targeter probes used by the more advanced Antarean factions. Using their targeting sensors, Virai STAA probes gather a broad range of target acquisition data, which is then fed into the swarm's shared target acquisition algorithms (STAA). Such success can be short-lived, however, as battlefield conditions change.

The following rules apply to STAA probes:

- Models in a STAA probe shard are **probes** (see the *Arms & Equipment Guide* for probe details).
- **Tagging**: when a STAA scout receives an order, it can attempt to 'tag' a visible enemy unit as an integral part of its Run move. To do so it shoots at an enemy unit within 15" as if using an Advance order with an Acc of 6, suffering terrain Acc penalties as normal and rerolling if the target unit's status requires rerolls for shooting. Probes need not shoot at the same unit but may do so to apply multiple STAA tags.
- **Simultaneous:** all models in the sharded unit shoot simultaneously so can only benefit from tags already applied before their action.
- **No Pin:** a STAA probe hit inflicts no pins or damage.
- **STAA Tag**: for each successful 'to hit' roll, add a marker – a STAA tag – to the target unit to reflect increasingly more accurate targeting data being transmitted around the hive.
  - STAA tags remain even if the probe applying the tag is destroyed - target acquisition details have already been transmitted to the hive!
  - All STAA tags on a unit are removed as soon as all models in the target unit move at least unit cohesion distance (1") from the point previously occupied, whether as a result of an order, a reaction or a consolidation move. A unit can move away and then back into the position it occupied in the same action if it has enough movement to do so: the target data has still been lost.
  - **STAA bonus:** Virai units shooting at a STAA painted target gain +1 to their Acc for each STAA tag against the target up to a maximum of +3, no matter how many STAA tags are on the target.

STAA tags can be accrued over successive turns. A probe could tag a unit in one turn, then tag it again in the next. At that point, the probe would receive the Acc bonus from any existing tags on the unit (+1, +2 or +3) and also apply their own, new tag.

Virai Specialist Weapons						
		----- Range -----				
Standard Weapon	**Effv**	**Long**	**Ext**	**Shots**	**Attacks**	**Special**
Fusion Cutter	10	20	30	1×SV2/1/0	1×SV2	Breaching
Fusion Flamer	10	20	50	1×SV3/2/1	–	Breaching
Mining Arms/Tools	10	20	30	2×SV2/1/0	2×SV2	Inaccurate(Ranged), Breaching, No Cover, Compound SV
Ripclaws		– Hand-to-hand Only –			2×SV2	Breaching, Compound SV
Compound SV. A hit from a ripclaw or mining arm can be compounded with those from ripclaws, grenades or Virai tool appendages						
Support Weapon	**Effv**	**Long**	**Ext**	**Shots**	**Attacks**	**Special**
Flamer Array	*Stutter*	10	20	50	3×SV3/2/1	–	RF, Breaching, PBS
	Focused	20	30	60	1×SV5/4/3	–	Breaching

Virai Armour

Type: Integral

Virai armour tends to be constructed of an interleaved, honeycombed, complex ceramic-alloy, the specific alloy being optimised from the materials available. Over this is a magnetic shielding similar to Ghar technology. Otherwise, they use the in-built reflex and kinetic shields that come with any scavenged equipment they find, though it appears they are incapable (yet) of reverse-engineering the shield technology.

Virai armour suffers a Res penalty of -1 within the area of effect of Scrambler munitions.

SPECIAL VIRAI ATTRIBUTES

Environmental Immunity

Virai shells are engineered to cope with harsh environments. The exact bonus is specific to particular environments and scenarios. In general, however, when exposed to radiation or particularly harsh environments, Virai gain a +3 bonus on any Res tests they are forced to make for survival and any Co tests they are forced to make directly due to the environment.

Virai thrive in vacuum and ignore both vacuum and atmospheric problems unless corrosion effects impact on vehicles or weapon drones. In such cases, all scenario-led, they should gain a +2 bonus in any tests to resist the atmosphere.

Scoot, Subverter & Scrambler Resistance

Scavenged units are affected by **Scrambler** munitions like any other shielded unit. Virai units are only partially affected by Scrambler, suffering a penalty of -1 to their Res and STAA probes are affected like any other probe within the area of effect of Scrambler shells.

Being machines, no Scavenged or Virai unit is affected by **Scoot** or by any affects that target living creatures or tissue.

Some Virai **are** able to be effected by a **subverter matrix**. Whilst they are intelligent machines, it is the **unit** and **model** types that drive subverter susceptibility, just like any other army.

For example, a Constructor squad cannot be affected by a subverter matrix as it is Infantry and has no buddy drone. A Scavenger squad can be targeted by a subverter as, though Infantry, it also includes an item of equipment in the form of an auto-workshop. A Virai Weapon Drone is a weapon drone so can also be targeted and STAA probes can be destroyed by the subverter like any other probe.

ARMY OPTIONS

The Virai can use the following standard Army Options at the costs stated and have an additional option: Hive Summons.

- Block! – 2pts.
- Countershard+3 – 2 of for 1pt.
- Get Up - 1pt.
- Well Prepared – 1 pt, with the first one being Free and automatically included in the list.

Hive Summons

Cost: 1pt each, one Free with each architector
Maximum number: Force Level×2
Architectors are as reliant on their drones for survival as their drones are on them for command. If a non-architector Virai

unit fails an Arrival Test (see *Playing the Game*), this army option can be used to make it immediately retake the Arrival Test. The new result of the Arrival Test stands and cannot be subject to another Hive Summons (in other words, you cannot reroll a reroll).

Use once and discard. Hive Summons cannot be used if the army loses all its architectors or if an architector is not present on the table.

VIRAI CORE SELECTOR

Refer to the *Playing the Game* supplement for details of core selections.

There is one core selector for Virai, the **Hive** selector. To reflect their hierarchical nature, (and, frankly, because they play better) this must contain at least one **Architector** per Force Level (so 1 at FL1, 2 at FL2). A Hive must also contain at least 1+FL **Constructor Squads** (so 2 at FL1, 3 at FL2 and so on).

The Virai automatically receive a free, **Well Prepared** Army Option.

For all, whilst the core units for each selector must be taken, other selector limitations must also still be met.

Virai Adaptability

Virai are excellent at rebuilding or reconfiguring units and resources for their immediate needs. In any given scenario, if a unit is incompatible with the general environment, such as a vehicle inside starship corridors or a mine, then it can be replaced with a single other unit providing other unit restrictions are maintained.

Squad Types

To help with unit selection and whether a Reprogram can be used, squads have been given a subtype type of 'Architector, 'Virai' or 'Scavenged', such as 'Virai Infantry'; Reprogram can only apply to non-probe, non-MOD **Virai** units. At present the only explicitly Scavenged unit is a scavenged hauler (we are aware that, being MOD, it cannot be Reprogrammed but we are aiming for consistency). Virai units that take scavenged weapons remain Virai unless stated otherwise.

Constructor-class squads are given the subtype of 'Constructor' (as in 'Virai Constructor Infantry'). With the Architector subtype this helps clarify the units that must be taken (1+FL Constructors, FL+ Architectors).

Updates to 2.11J

The updates to 2.11J contain amendments and streamlining from post-release play and ongoing testing that cast a new light on Virai usage. Their Scrambler and Subverter immunity was removed, as was enhanced Acc and Loyal Bodyguard from bodyguards – drones are just drones! A standard Init of 4 and Co of 6 was applied to all non-command Virai as Virai were proving too capable on their own. Repair Swarm was simplified and extended but set to 5" in line with other medic abilities and does not affect probes. Reprogram was reduced to 5", not command radius, as senior First Instances were proving too influential on the table and was altered to better reflect Reprogram (including Rest-ing Architectors). We have also added in a heavy Virai hauler as the 3D prints available can be printed at 70% or 80% for a light hauler, or 90%-100% for a heavy hauler (thanks to Nicholas Wagner).

VIRAI UNIT DEFINITIONS

ARCHITECTORS

- The Architector special rule includes the special rules and capabilities: Army Option(Hive Summons), Reprogram, Repair Swarm, Self-Repair. Note that Repair Swarm allows the architector's unit and Virai with 5%" a Res reroll as for Medic.
- Only one First instance of any type can be taken.
- At least one Architector must be taken per FL.
- There may be no more Architectors in total than there are Constructor squads (i.e. Architectors are 0–1/Constructor squad).

First Instance Architector (Architector Infantry Command, 17pts)

NuFirst Instances are newly-built First Instances, typically attempting to establish a new Hive.

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 × NuFirst Architector with tool appendages, 2×fusion cutters	6	5	6	7	11	7	9	Architector, Command, Follow, Hero, Tough, Transport Space 3, Wound
0 x Veteran First Instance Architector with tool appendages, 2×fusion cutters	6	5	6	7	12	7	10	Architector, Command, Download, Follow, Hero, Tough 2, Transport Space 3, Wound 2
2 x Hive Defenders with fusion flamer, ripclaws	6	5	5	7	7	4	6	–

Upgrade Options:
- Add 0-2 Warrior Bodyguards to unit @ 2pts each
- Upgrade NuFirst to a Veteran First Instance Architector @ +2pts

Unit/Force Restrictions –	**All:**	0–1	*Unique*

Ancient First Instance (Architector Vehicle Command, 30pts)

As yet there is no model for an Ancient First, and players are encouraged to customise their own!

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 × Ancient First Instance Architector with flamer array, tool appendages, Virai mining arms and scavenged mag cannon	6	5	6	5	13	8	10	Ace 2, Architector, Assault, Command 15", Download, Follow, Hero, MOD2, Riders 4, Suspensored
2 x Riders: Hive Defenders with fusion flamer, ripclaws	–	5	5	7	7	4	6	–

Upgrade Options:
- 0–2 additional Riders: Warrior Virai @ 2pts each

Unit/Force Restrictions –	**All:**	0–1	*Minimum FL 3+; Unique*

Secondary Instance Architector (Architector Infantry Command, 13pts)

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1× Secondary Instance Architector with tool appendages, fusion cutter	6	7	5	7	10	6	9	Architector, Command, Follow, Hero, Tough, Transport Space 2
2 x Hive Defenders with fusion flamer, ripclaws	6	5	5	7	7	4	6	–

Upgrade Options:
- Add 0-2 Warrior Virai to unit @ 2pts each

Unit/Force Restrictions –	**All:**	0–2×FL	

Tertiary Instance Supervisor (Architector Infantry Command, 9pts)

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 x Tertiary Supervisor with tool appendages, fusion cutter	5	6	5	5	9	4	8	Architector, Command, Transport Space 2, Tough
0 x Worker Constructors with tool appendages, fusion cutter	5	6	5	5	6	4	6	–
0 x Mining Constructors with tool appendages, mining arms, fractal charges	5	6	5	5	6	4	6	–

Upgrade Options:
- 0–4 Worker Constructors to unit @ 1pt each
- Replace all Worker Constructors with Mining Constructors in up to one Tertiary's squad @ +1pt in total

Unit/Force Restrictions –	**All:**	0–2×FL	

CONSTRUCTOR SQUADS

Worker Constructors, Mining Constructors and Scavengers are still types of Constructor Squads as far as unit/force restrictions are concerned. At least **FL+1 Constructor Squads** must be taken.

Worker Constructor Squad (Virai Constructor Infantry, 9pts)

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
6 x Worker Constructors with tool appendages, fusion cutter	5	6	5	5	6	4	6	–
Upgrade Options:								
• 0–4 Worker Constructors @ 2pts each								
Unit/Force Restrictions –	**All:**	1+FL+ along with all Constructors						

Mining Constructor Squad (Virai Constructor Infantry, 9pts)

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
5 x Mining Constructors with tool appendages, mining arms, fractal charges	5	6	5	5	6	4	6	–
Upgrade Options:								
• 0–3 Mining Constructors @ 2pts each								
Unit/Force Restrictions –	**All:**	1+FL+ along with all Constructors						

Scavenger Squad (Virai Constructor Infantry, 9pts)

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
4 x Scavenger Constructors with fusion cutter, tool appendages, fractal charges	5	6	5	5	6	4	6	Breaching Kit
1 × Auto Workshop	–	–	–	–	5	–	–	Auto Workshop, Equipment
Upgrade Options:								
• 0–2 Scavenger Constructors @ 2pts each								
Unit/Force Restrictions –	**All:**	1+FL+ along with all Constructors				*Limited Choice*		

> *For example, a Tertiary and three Constructor type squads can be bought for 36pts. One of the Constructor type squads could be a Scavenger Squad (still 36 in total). As the army has four squads, the Scavenger squad is allowed as it meets the 1 in 4 restriction for Limited Choice.*

OTHER DRONES

'Virai Drones' is a generic term referring to the less-sophisticated members of a Dronescourge hive and can be infantry, vehicle, weapon team, true weapon drones or probe units.

Hive Defender Squad (Virai Infantry, 10pts)

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
5 x Hive Defenders with fusion flamer, ripclaws	6	5	5	7	7	4	6	–
0 x Assault Drones with fusion flamer, ripclaws	6	5	5	8	8	4	6	Savage Strike
Upgrade Options:								
• 0–3 Hive Defenders @ 2pts each								
• Upgrade all Hive Defender Warriors to Assault Warriors @ +2pts in total								
Unit/Force Restrictions –	**Hive:**	0–1 per Constructor Squad						

Mining Support Team (Virai Weapon Team, 8pts)

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
3 × Virai Crew with tool appendages and fusion cutter	5	6	5	5	6	4	6	–
1 × Frag Borer	5	–	–	–	11	–	–	Fractal Lock, Breaching SV 5+4

Upgrade Options:
• 0–2 Virai Crew @ 1pt each
• Replace frag borer with a:
  ◦ scavenged mag cannon @ Free
  ◦ scavenged mag light support @ +1pt
  ◦ heavy frag borer/fractal disintegrator @ +1pts (FL2+ only)
  ◦ scavenged heavy mag cannon @ +1pt (FL2+ only)
  ◦ scavenged mag heavy support @ +2pts (FL2+ only)

Unit/Force Restrictions –   **Hive:**   0–2×FL; Maximum 0–1/Constructor Squad

Heavy Frag Borer, Heavy Mag Cannon, Mag Heavy Support Minimum FL 2+

Weapon Drone (Virai Weapon Drone, 8pts)

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 x Virai Weapon Drone with fusion cutter and flamer array	6	6	5	(5)	11	4	6	Suspensored, Weapon Drone, Transport Space 3, 1 Attack (Fusion Cutter)

Upgrade Options:
• Upgrade flamer array to Scavenged Mag Light Support or Scavenged Mag Cannon @ Free

Unit/Force Restrictions –   **Hive:**   0–2×FL; maximum 0–1/Hive Defender Squad

Drone Transports (Virai or Scavenged Vehicle, 14pts)

The built-in frag borer on the scavenged hauler has an arc of fire of only 45° either side of straight forward.
Models for the transports can be scratch-built, created from 3D prints or represented by a captured transport.

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 × Virai Light Transport Drone (Virai Vehicle) with Flamer Array	6	6	5	–	12	4	6	Large, MOD2, Transport 6, Suspensored
0 × Scavenged Boromite Hauler with built-in frag borer (90° front arc only), scavenged mag light support	5	5	5	–	13	4	6	Extra Large, Self-Repair, MOD2, Suspensored, Transport 10
0 × Virai Heavy Transport Drone with 2×Flamer Arrays	6	6	5	–	13	4	6	Extra Large, MOD2, Transport 10, Suspensored

Upgrade Options:
• Upgrade Virai Light Transport to Virai Heavy Transport @ +2pts (FL2+ only)
• Upgrade Light Transport to Scavenged Hauler making the unit a Scavenged Vehicle @ +3pts (FL2+ only)
• Replace Scavenged Hauler's mag light support with a scavenged mag cannon @ Free
• Replace hauler's internal frag borer with an external, second scavenged MLS or a scavenged mag cannon @ +2pts

Unit/Force Restrictions –   **Hive:**   0–1 per Constructor Squad   *Hauler/Heavy Transport Minimum FL 2+*

STAA Probe Shard (Virai Probe, 5pts)

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
4 × STAA probes	10	–	(6)	–	5	–	–	Probe, STAA Tag

Upgrade Options:
• 0–FL STAA probes @ 1pt each

Unit/Force Restrictions –   **Hive:**   0–1   *Unique*

VIRAI DRONESCOURGE REFERENCE

VIRAI UNIT SELECTOR SUMMARY

- At least **FL×Architectors** must be taken and at least **1+FL Constructor** squads.
- There can be no more **Architector** squads than there are **Constructor** squads (i.e. Architectors 0–1/Constructor squad).

Architectors (FL+)		Base Points	Unique/ Ltd Ch?	Min FL	Hive
First Instance Architector	*NuFirst*	17	N, Unique	1	…
	Veteran	19	N, Unique	1	Only a single First Instance can be taken
	Ancient	30	N, Unique	3	…
Secondary Architector		13	N	1	0–2×FL
Tertiary Supervisor Architector		9	N	1	0–2×FL

Constructors (1+FL)	Pts	Limited?	Min FL	Hive
Worker (6 drones)	9	N	1	…
Mining (5 drones)	9	N	1	1+FL or more (across all Constructor squads)
Scavenger (4 drones + workshop)	9	Y	1	…

Other Drones		Pts	Limited?	Min FL	Hive
Hive Defender		10	N	1	0–1/Constructor Squad
Weapon Drone		8	N	1	0–2×FL; Max 0–1/Hive Defender Squad
Mining Support Team		8	N	1	0–2×FL; Max 0–1/Constructor Squad
Transports	*Light Transport Drone*	14	N	1	0–1/Constructor Squad…
	Heavy Transport Drone	16	N	2	…
	Scavenged Hauler	17	N	2	…(across all transports)
STAA Probe Shard		5	N, Unique	1	0–1

VIRAI ARMY OPTIONS

Army Option	Points	Maximum Number	Summary
Block	2	2×FL	Return drawn Order dice to bag
Countershard+3	2 for 1	2×FL	Counter opponent's IMTel dice
Get Up!	1	FL	Succeed Recovery Test on 1-9
Hive Summons	1	2×FL	Reroll a failed Arrival Test for a non-architector unit; one is free with each Architector
Well Prepared	1 (one Free)	2×FL	Add +2 to any single Re-roll; first is free

VIRAI WEAPONS IN USE

Standard Weapon		Effv	Long	Extr	Shots	Attacks	Special
Fusion Cutter		10	20	30	1×SV2/1/0	1×SV2	Breaching
Fusion Flamer		10	20	50	1×SV3/2/1	–	Breaching
Mining Arms/Tools		10	20	30	2×SV2/1/0	2×SV2	Inaccurate(Ranged), Breaching, No Cover, Compound SV
Ripclaws		– Hand-to-hand only –				2×SV2	Breaching, Compound SV
Tool Appendages		– Hand-to-hand only –				2×SV1	Compound SV
Support Weapon	*Mode*	Effv	Long	Extr	Shots	Attacks	**Special (all Support Weapon, Crew 2, Move 5)**
Flamer Array	*Stutter*	10	20	50	3×SV3/2/1	–	RF, Breaching, PBS
	Focused	20	30	60	1×SV5/4/3	–	Breaching
Frag Borer		20	30	50	1×SV4+3	–	Fractal Lock, Breaching SV5+4
Scavenged Mag Cannon		30	50	80	1×SV5	–	Massive Damage
Scavenged MLS		30	50	80	3×SV2	–	RF, PBS
Heavy Weapon		Effv	Long	Extr	Shots	Attacks	**Special (all Heavy Weapon, Crew 3)**
Heavy Frag Borer		50	100	200	1×SV5+3	–	Breaching SV7+4, Fractal Lock, Large, Move 3, Cumbersome
Scavenged MHS		30	40	80	5×SV3	–	RF, PBS, Move 4, Medium
Scavenged Heavy Mag Cannon		30	60	120	1×SV7	–	Massive Damage, Move 3, Large
Grenade		Effv	Long	Extr	Shots	Attacks	**Special**
Fractal Charge		5	–	–	1×SV3	1×SV3	Breaching, Hazardous HtH, Compound SV, No Cover
Other		Effv	Long	Extr	Shots	Attacks	**Special**
STAA Sensor		15	–	–	Special	–	STAA Tag (Acc 6)

VIRAI SPECIAL RULES QUICK REFERENCE

Ace [n]	n defaults to 1. Add +/- 'n' to Damage Chart results after attacker's modifications.
Architector	Model is an Architector for selection, command and control purposes; also has Army Option(Hive Summons), Reprogram and Repair Swarm.
Army Option(<*option*>)	Receive one stated army option (typically Hive Summons) and have access to more of that option.
Assault	Model can initiate an Assault even if of a type not normally allowed to do so.
n Attack SVx/<*weapon*>	The unit can take part in hand-to-hand even if it cannot initiate an assault. It does so with the number of attacks given and at the SV or with the weapon stated.
Auto Workshop	When unit activated, friendly vehicle, weapon drone, weapon team and machine mounted unit within 5" recover one pin on a roll of 1–5 on D10.
Breaching [SVx [+y]]	Weapon ignores a structure's damage threshold; if stated, inflicts damage *x* against structures, increasing by *y* or by damage stated on weapons 'Shots' damage if the weapon has **Fractal Lock** (see below).
Command [n"]	*n" defaults to 10".* Friendly units within n" can use model's Co stat for Co-based tests.
Compound SV	After all hits have been allocated, merge all hits on a model into one with a SV of the total SV from all Compound SV hits.
Cumbersome	Suffers an additional pin on failing Agility tests.
Follow [n"]	*n" defaults to 5".* Can instruct friendly unit in n" to act immediately after this model's unit. Draw both dice; make Co test if either unit has pins and using worst pin count; on success both units act, ordering unit first, then Follower; on fail, both units go Down. Pins removed as for normal Order Tests.
Fractal Lock	On a hit, weapon automatically hits same target next Fire order if target does not move and SV increases with bonus stated on weapon damage (e.g. SV5+4 gives SV9 on next Fire order).
Hazardous HtH	HtH attack roll of a 10 automatically hits another member of the same unit.
Heavy	*Weapon.* Requires 3 crew; shoots only on Fire order with no bonus; unless stated is No PBS, Res 13, M4, Large.
Hero [n"]	*n" defaults to 10".* Friendly units within n" can use model's Init stat for Init-based tests.
Inaccurate	Weapon suffers -1 on Acc tests when shooting in specified mode.
Large/Extra-Large	+1 to opponent's Acc (note all models may draw LoS over smaller units).
Massive Damage	On a hit, subtract **one** from Damage Table roll (so a 2 becomes a 1) before defender's alterations.
MOD n	Unit has *n* Order dice.
No Cover	Targets hit by shot gain no cover bonus to Res saves.
PBS	Support or Heavy weapon can shoot in PBS.
Repair Swarm	Affects Virai: vehicles, weapon drones, drone infantry and drone weapon team units within 5" from either side (including Architectors). Affected infantry and weapon team units can reroll a failed Res Test; weapon drones and vehicles gain Self-Repair and Ace 1.
Reprogram	An extra order dice per architector; must be declared when allocated. On receipt, take Co Test: on success, either **Reset** or **Overclock** Virai unit in 5" (not MOD, scavenged or probes). **Overclocked** units **recover** order dice to bag for it to be reused this turn (not Architector). On **Reset**, designate units to be reset, roll 1d6 and recover those pins from nearby units as for Rally order.
Riders n	Can carry *n* riders (Warrior Virai) on exterior shell that only take part in Assaults.
Savage Strike	Pass an Order or Reaction Test on a 1–9 when making an Assault or testing for a Countercharge.
Scoot Resistance	Virai are not living creatures so are immune to Scoot.
Scrambler Resistance	
	Virai suffer a penalty of -1 to their Res and their STAA probes are affected like any other probe within the area of effect of Scrambler shells.
Self-Repair	On successful Rally order, unit declares one failed system and makes a Co Test: on success, system is repaired.
Small (STAA Probes)	-1 to opponent's Acc (note that all models may draw LoS over smaller units and through all probes).
Support	*Weapon rule.* Requires 2 crew; unless stated also has No PBS; Res 11; M5; Medium.
Suspensored	No penalty when crossing relatively clear but otherwise difficult terrain, such as: boggy ground, marsh, fissures, deep water, stream obstacles, and similar.
Tough [n]	*n defaults to 1.* Model may reroll *n* failed Res saves.
Transport n	Can transport *n* medium-sized models.
Transport Space n	Occupies *n* spaces in a transport.
Unique	Only one of specified model or unit can appear in an army.
Wound [n]	*n defaults to 1.* Model can take *n* hits as Wounds before being removed as casualty; each Wound is represented by a non-removable pin on the model's unit.