

# ANTARES 2 ARMY LIST

## VIRAI DRONESCOURGE

V2.011 G

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### 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 Architects. 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 Architects are assisted by Secondary Instance Architects, 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, machine or mine shaft. Beneath the Tertiaries are the worker and warrior drones who carry out the hour-to-hour 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 recover functionality on other Virai units or to provide a nearby unit with 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	8	10	Architector, Command 10", Download, Follow 5", Hero, Tough 3, Transport Space 3, Unique, Wound 2	
NuFirst Architector	6	5	6	7	11	7	9	Architector, Command 10", Follow 5", Hero, Tough 2, Transport Space 3, Unique, Wound	
Secondary Instance Architector	6	7	5	7	10	7	9	Architector, Command, Follow, Hero, Transport Space 2	
Tertiary Instance Supervisor	5	6	5	5	9	4	8	Architector, Command, 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	5	7	–	
Assault Warrior	6	5	5	8	8	5	7	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 10", Hero, Ace 2, Download, MOD 2, Riders 6, Unique, Assault	
Virai Light Transport Drone	6	6	5	–	12	5	7	MOD 2, Transport 10, Suspensored	
Weapon Drone Virai	M	Ag	Ac	Str	Res	Init	Co	Special	
Virai Weapon Drone	6	6	5	(5)	11	5	7	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.

A Reprogram die can only be used to give a **Rally** order. If an order die is drawn after an event is triggered, then the event constraints must be obeyed if at all possible – perhaps by allocating the event's instructions to another unit. Otherwise, the event trigger is ignored and the Reprogram die can be used.

Once Reprogram is declared, the Architector takes a Co 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'. The Architector now **Reprograms** one or more friendly Scavenged or Virai units within Command range, normally 10". The Architector does not perform any actions normally associated with a Rally such as removing pins or performing any scenario effects – the Rally order is merely used to indicate a Reprogram action has taken place.

A Reprogram action takes one of two forms: either **Overclock** or **Reset**. MOD units and probe shards cannot be Overclocked or Reset as they are already working at maximum capability, but non-MOD weapon drones can be reprogrammed.

#### Overclock

The Architector gives a unit in range a second activation this turn.

- 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 overclocked more than once per turn.

#### Reset

An Architector clears the overloaded process queues of one or more units in range.

- Designate the units that are to be reset and roll 1D6. This is the total number of pins that can be removed.
- Distribute the result as evenly as possible amongst the units being reset and remove pins as for a Rally.
- If the distribution results in a greater total recovered pins than a unit currently has, then the extra can be allocated to the other nominated units. Any excess after the redistribution are ignored.

*For example: Two units within 10" 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. As a result, one pin is removed from the unit with only a single pin, and three are removed from the unit with four (leaving it with one).*

#### Riders

An Ancient First can carry up to 6 Warriors on 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 Warriors are separate models in an Assault and should be placed on the table as soon as the PBS begins. The Warriors take part in PBS and hand-to-hand and are destroyed as any other model. Hits upon, and casualties amongst, the Warriors do not inflict a pin on the Ancient First. After an Assault, surviving Warriors 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 Architects exude a mass of narrowly intelligent micro-drones that carry out repairs on any Virai nearby. In some ways this is similar to a swarm of miniature buddy drones and attached medi-drones, though Repair Swarms do not come with their own, separate drone models so are classed as miscellaneous equipment.

Repair Swarms:

- Have a range of 10" from the Architector;
- Affect any Virai or Scavenged vehicles, weapon drones, infantry units, weapon teams and individual probe models from either side (friends or enemy), including the Architector's own unit;
- Architector models are not affected (they have their own Tough and Ace rules already).

Affected models gain the following:

- One non-Architector model in a Virai 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						
Standard Weapon	---- Range ----			Shots	Attacks	Special
	Effv	Long	Ext			
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	2×SV2	Breaching, Compound SV
<b>Compound SV.</b> 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	<i>Sutter</i>	10	20	50	3×SV3/2/1	– RF, Breaching, PBS
	<i>Focused</i>	20	30	60	1×SV5/4/3	– Breaching

## Virai Armour Shells

**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 sometimes laid a basic magnetic shielding similar to Ghar technology. Otherwise, they are content to 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 such armour shield technology.

## 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.

### Scramble Proof & Scoot Immunity

Virai are not affected by Scrambler munitions, nor by subverter matrices. Further, being drones, they are not subject to the effects of Scoot munitions.

## 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. This 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.

## VIRAI UNIT DEFINITIONS

### ARCHITECTORS

- The Architector special rule includes the special rules and capabilities: Army Option(Hive Summons), Reprogram, Repair Swarm, Self-Repair.
- Only one First instance of any type can be taken.
- At least one Architector must be taken per FL

#### 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 10", Follow 5", Hero, Tough 2, Transport Space 3, Wound
0 x Veteran First Instance Architector with tool appendages, 2×fusion cutters	6	5	6	7	12	8	10	Architector, Command 10", Download, Follow 5", Hero, Tough 2, Transport Space 3, Wound 2
2 x Warrior Bodyguards with fusion flamer, ripclaws	6	5	6	7	7	5	7	Loyal Bodyguard

#### Upgrade Options:

- Add 0-2 Warrior Bodyguards to unit @ 2pts each
- Upgrade NuFirst to a Veteran First Instance Architector @ +3pts

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 10", Hero, MOD2, Riders 6, Suspensored
2 x Riders: Warrior Virai with fusion flamer, ripclaws	–	5	5	7	7	5	7	Loyal Bodyguard (only when dismounted)

#### Upgrade Options:

- 0–4 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	7	9	Architector, Command, Follow, Hero, Tough 2, Transport Space 2
2 x Warrior Bodyguards with fusion flamer, ripclaws	6	5	5	7	7	5	7	Loyal Bodyguard

#### Upgrade Options:

- Add 0-2 Warrior Bodyguards to unit @ 2pts each

Unit/Force Restrictions – All: 0–2×FL; maximum 0–1/Constructor Squad along with Tertiary Supervisors

#### 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 2
0 x Worker Constructors with tool appendages, fusion cutter	5	6	5	5	6	4	6	Loyal Bodyguard
0 x Mining Constructors with tool appendages, mining arms, fractal charges	5	6	5	5	6	4	6	Loyal Bodyguard

#### 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; maximum 0–1/Constructor Squad along with Secondary Architects

**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 (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	-	
<b>Upgrade Options:</b>									
• 0-4 Constructors @ 2pts each									
<b>Unit/Force Restrictions - All:</b> 1+FL+ along with all Constructors									

Mining Constructor Squad (Constructor Infantry, 10pts)									
Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special	
6 x Mining Constructors with tool appendages, mining arms, fractal charges	5	6	5	5	6	4	6	-	
<b>Upgrade Options:</b>									
• 0-4 Constructors @ 2pts each									
<b>Unit/Force Restrictions - All:</b> 1+FL+ along with all Constructors									

Scavenger Squad (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 x Auto Workshop	-	-	-	-	5	-	-	Auto Workshop, Equipment	
<b>Upgrade Options:</b>									
• 0-4 Scavenger Constructors @ 2pts each									
<b>Unit/Force Restrictions - All:</b> 1+FL+ along with all Constructors <b>Limited Choice</b>									

*For example, a Tertiary and three Worker Constructor Squads can be bought for 36pts. One of the Constructor Squads could have all its Constructors replaced with Scavengers and an Auto-workshop to form a Scavenger Squad (still 36 in total). As the army has four squads, the Scavenger upgrade 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 Dronesource hive and can be infantry, vehicle, weapon team, true weapon drones or probe units.

Hive Defender Squad (Infantry, 11pts)									
Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special	
5 x Hive Defender Warriors with fusion flamer, ripclaws	6	5	5	7	7	5	7	-	
0 x Assault Warriors with fusion flamer, ripclaws	6	5	5	8	8	5	7	Savage Strike	
<b>Upgrade Options:</b>									
• 0-3 Hive Defenders @ 2pts									
• Upgrade all Hive Defender Warriors to Assault Warriors @ +1pt in total									
<b>Unit/Force Restrictions - Hive:</b> 0-1 per Constructor Squad									

Mining Support Team (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
<b>Upgrade Options:</b>								
<ul style="list-style-type: none"> <li>• 0–2 Virai Crew @ 1pt each</li> <li>• Replace frag borer with a: <ul style="list-style-type: none"> <li>◦ scavenged mag cannon @ Free</li> <li>◦ scavenged mag light support @ +1pt</li> <li>◦ heavy frag borer/fractal disintegrator @ +1pts (FL2+ only)</li> <li>◦ scavenged heavy mag cannon @ +1pt (FL2+ only)</li> <li>◦ scavenged mag heavy support @ +2pts (FL2+ only)</li> </ul> </li> </ul>								
<b>Unit/Force Restrictions –</b>								
<b>Hive:</b> 0–2×FL; Maximum 0–1/Constructor Squad <i>Heavy Frag Borer, Heavy Mag Cannon, Mag Heavy Support Minimum FL 2+</i>								

Weapon Drone (Weapon Drone, 8pts)								
Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 × Virai Weapon Drone with fusion cutter and flamer array	6	6	5	(5)	11	5	7	Suspensored, Drone, Transport Space 3, 1 Attack (Fusion Cutter)
<b>Upgrade Options:</b>								
• Upgrade flamer array to Scavenged Mag Light Support or Scavenged Mag Cannon @ 1pt								
<b>Unit/Force Restrictions –</b>								
<b>Hive:</b> 0–2×FL; maximum 0–1/Hive Defender Squad								

Virai Transport (Vehicle, 14pts)								
The built-in frag borer on the scavenged hauler has an arc of fire of only 45° either side of straight forward. There are no models for the Light Transport so feel free to create your own or represent it with a captured transport!								
Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 × Virai Light Transport Drone with Flamer Array	6	6	5	–	12	5	7	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	5	7	Extra Large, Self-Repair, MOD2, Suspensored, Transport 10
<b>Upgrade Options:</b>								
<ul style="list-style-type: none"> <li>• Upgrade Light Transport to Scavenged Hauler @ +4pts (FL2+ only)</li> <li>• Replace Scavenged Hauler's mag light support with a scavenged mag cannon @ Free</li> <li>• Replace hauler's internal frag borer with an external, second scavenged MLS or a scavenged mag cannon @ +2pts</li> </ul>								
<b>Unit/Force Restrictions –</b>								
<b>Hive:</b> 0–1 per Constructor Squad <i>Hauler Minimum FL 2+</i>								

STAA Probe Shard (Probe, 5pts)								
Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
4 × STAA probes	10	–	(6)	–	5	–	–	Probe, STAA Tag
<b>Upgrade Options:</b>								
• 0–FL STAA probes @ 1pt each								
<b>Unit/Force Restrictions –</b>								
<b>Hive:</b> 0–1 <i>Unique</i>								

## VIRAI DRONESCOURGE REFERENCE

### VIRAI UNIT SELECTOR SUMMARY

- At least **FL×Architectors** must be taken and at least **1+FL Constructor Squads**.

Architectors (FL+)		Base Points	Limited Choice	Min FL	Hive
First Instance Architector	<i>NuFirst</i>	15	N, Unique	1	...
	<i>Veteran</i>	18	N, Unique	1	Only a single First Instance can be taken
	<i>Ancient</i>	30	N, Unique	3	...
Secondary Architector		13	N	1	0-2×FL <sup>SA</sup>
Tertiary Supervisor Architector		9	N	1	0-2×FL <sup>SA</sup>

  

Constructors (1+FL)		Pts	Limited?	Min FL	Hive
Worker Constructor		9	N	1	...
Mining Constructor		10	N	1	1+FL or more (across all Constructor Squads)
Scavenger		9	Y	1	...

  

Other Drones		Pts	Limited?	Min FL	Hive
Hive Defender		11	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
Virai Transport	<i>Light Drone</i>	14	N	1	0-1/Constructor Squad...
	<i>Scavenged Hauler</i>	18	N	2	...(across all transports)
STAA Probe Shard		5	N, Unique	1	0-1

<sup>SA</sup> There must be no more Secondary and Tertiary Architectors than there are constructor squads

### VIRAI ARMY OPTIONS

Army Option	Points	Maximum Number	Summary
Block	2	2×FL	Return drawn Order dice to bag
Countershards+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	— Range —			Shots	Attacks	Special	
	Effv	Long	Extr				
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	<i>Stutter</i>	10	20	50	3×SV3/2/1	–	RF, Breaching, PBS
	<i>Focused</i>	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
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, drone, weapon team and machine mounted unit within 5" recover one pin on a roll of 1–5 on D10.
Blast Dn	Roll the dice specified to determine the number of hits on a successful attack (shot or strike).
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 <b>Fractal Lock</b> (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 into one with a SV of the total SV from all those hits.
Cumbersome	Suffers an additional pin on failing command 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 Follow-er; on fail, both units go Down. Pins removed as for normal Order Tests.
Fractal Lock	On a hit, weapon automatically hits 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).
Loyal Bodyguard	Model with Command or Follow in same unit can reallocate hits or Ag saves before Lucky Hits are allocated.
Massive Damage	On a hit, subtract <b>one</b> 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 or Scavenged: vehicles, weapon drones, individual probes, infantry and weapon team units within 10" from either side (excluding 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 <b>Reset</b> or <b>Overclock</b> unit in Command range (not MOD or probes). <b>Overclocked</b> units <b>recover</b> order dice to bag for it to be reused this turn; on <b>Reset</b> , 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.
Scramble Proof	Not affected by scrambler munitions. All Virai are Scramble Proof and unaffected by Scoot.
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.