Virai Dronescourge Army List

VIRAI DRONESCOURGE FORCE SELECTOR

Force Size	Points Value	Tactical	Combat Level		
			Support	Strategic	Auxiliary
Scouting Force	500	3-6	0-3	0	0-2
Skirmish Force	750	3-7	0-4	0	0-3
Combat Force	1,000	4-9	1-5	0-1	0-3
Battle Force	1,250	4-10	1-6	0-1	0-4
Offensive Force	1,500	5-11	2-6	0-2	0-4
Invasion Force	1,750	5-12	2-7	0-2	0-5
Conquest Force	2,000	6-13	3-7	0-3	0-6
Each 250+ after	+250	Same/+1	Same/+1	Same	Same

- No more than 1 in 4 (25%) units can be Limited Choices

- You can elect to spend up to 10% of your points on Army options

- The army must contain at least one Virai Command Squad

- There must be at least as many constructor drone squads as there are of any other squad type. A constructor drone squad is labelled as unit type 'Unit: Constructor Squad'. For example, taking two constructor squads means up to two command squads, plus two weapon drones, plus two support teams and two warrior squads could be taken, subject to selector limits.

Due to their technology, Virai are Scramble Proof and immune to Scoot. Like other mixed MOD and non-MOD units (for example, Ghar Bombardment Crawlers), units with a MOD2 model act as MOD units until the MOD model is destroyed.

TACTICAL

VIRAI FIRST INSTANCE

Weapon Drone Command Unit				*Points Value: 209*			**Only One, Limited Choice**

Substitutes For: Virai Command Squad

Unit: Virai First Instance	Ag	Acc	Str	Res	Init	Co	Special
1 x First Instance Architector with tool appendages, two fusion cutters	5	6	4	9	7	9	Hive Command, Follow, Hero, Leader 2, Wound 2, Reprogram, Repair Swarm, Download, MOD 2, Architector
0 x Drone Bodyguards with fusion flamer, ripclaws	5	5	7	7	5	7	–
0 x Virai Weapon Drone with flamer array, fusion cutter	6	5	4	11	5	7	–

Options

- Add up to three Drone Bodyguards to unit @24pts each making the unit a Mixed Weapon Drone Command + Infantry Unit
- Add Weapon Drone to unit @85pts
- Upgrade First Instance to Leader 3 @10pts

Special Rules

Wound 2. If First Instance fails a resist roll then instead of falling casualty it is wounded. When wounded, First Instance and its unit cannot remove the last pin. When First Instance fails a second roll, it is wounded again and its unit cannot remove the last two pins. If First Instances fails any further resist rolls, it is removed as a casualty (see Download). A First Instance can be downgraded to a NuFirst by the removal of Wound 2 to give a base points value of 173.

Hive Command. First Instance is the primary mind of the Virai hive. First Instance's Follow radius is extended to 10" and Command to 15".

Download. If First Instance is removed as a casualty, then it can instantly download 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 Leader 2 and Download special abilities. The rest of the Downloaded model's stats and weaponry remain the same until it can take time off, away from the battlefield to upgrade itself.

BEYOND THE GATES OF ANTARES

SECONDARY INSTANCE COMMAND

Weapon Drone Command Unit   *Points Value: 148*

Special: The army must contain at least one Virai Command Squad

Unit: Virai Command Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Secondary Instance Architector with tool appendages, fusion cutter	5	6	4	9	7	9	Command, Follow, Hero, Leader 2, Reprogram, Repair Swarm, MOD2, Architector
0 x Drone Bodyguards with fusion flamer, ripclaws	5	5	7	7	5	7	–
0 x Drone Bodyguards with fusion flamer, ripclaws	6	5	4	11	5	7	–

Options

- Add up to two Drone Bodyguards to unit @24pts each making the unit a Mixed Weapon Drone Command + Infantry Unit
- Add Weapon Drone to unit @85pts
- Upgrade Secondary Instance Architector to Leader 3 @10pts

TERTIARY SUPERVISOR

Weapon Drone Command Unit   *Points Value: 83*

Special: The army must contain at least one Virai Command Squad. The Tertiary Supervisor can also be taken as an Auxiliary choice.

Unit: Virai Command Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Tertiary Instance Architector with tool appendages, fusion cutter	6	5	4	8	4	8	Command, Leader, Reprogram, Repair Swarm, MOD2, Architector
0 x Constructors with tool appendages, fusion cutter	6	5	4	6	4	6	–

Options

- Add up to six Constructors with tool appendages, fusion cutters @9pts per model making the unit a Mixed Weapon Drone Command + Infantry unit
- Upgrade Tertiary Instance to Leader 2 @10pts
- Upgrade Tertiary Instance to Leader 3 @20pts

DEFENDER SQUAD

Infantry Unit   *Points Value: 120*

Unit: Warrior Squad	Ag	Acc	Str	Res	Init	Co	Special
5 x Warrior Drones with fusion flamer, ripclaws	5	5	7	7	5	7	–
0 x Assault Drones with fusion flamer, ripclaws	5	5	7	8	5	7	Savage Strike

Options

- Add 0-3 Warrior Drones to unit @24pts each
- Upgrade up to 1 in 2 total Defender Squads to Assault Squads by giving Assault upgrades to all defender drones in each upgraded squad @3pts per upgraded drone

CONSTRUCTOR SQUAD

Infantry Unit   *Points Value: 54*

Unit: Constructor Squad	Ag	Acc	Str	Res	Init	Co	Special
6 x Constructor with tool appendages, fusion cutter	6	5	4	6	4	6	–

Options

- Add up to six Constructors to unit @9pts each

MINING TEAM

Infantry Unit   *Points Value: 54*

Unit: Constructor Squad	Ag	Acc	Str	Res	Init	Co	Special
6 x Constructor with tool appendages, tractor mauls	6	5	4	6	4	6	–

Options

- Add up to four Constructors to unit @9pts each
- Give unit fractal charges @3pts per model
- Give squad mass compactors instead of tractor mauls @2pts per model
- Add Mining Support Team with Fractal DBC/Demolisher or frag borer @52pts making the unit a Mixed Weapon Team+Infantry Unit

SUPPORT

MINING SUPERVISOR

Weapon Drone Command Unit   *Points Value: 83*

Special: The army must contain at least one Virai Command Squad.

Unit: Virai Command Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Tertiary Instance Architector with tool appendages, fusion cutter	6	5	4	8	4	8	Command, Leader, Reprogram, Repair Swarm, MOD2, Architector
0 x Constructor miners with tool appendages, tractor mauls	6	5	4	6	4	6	–

Options

- Add up to four Constructor miners @9pts each making the unit a Mixed Weapon Drone Command + Infantry unit
- Upgrade Tertiary Instance to Leader 2 @10pts
- Upgrade Tertiary Instance to Leader 3 @20pts

MINING SUPPORT TEAM

Light Support Weapon Team   *Points Value: 52*

Unit: Constructor Weapon Team	Ag	Acc	Str	Res	Init	Co	Special
2 x Crew Constructors with tool appendages	6	5	4	6	4	6	–

Weapon Options

The Mining Support Team can be equipped with either of the following support weapons at the points cost shown:

- Fractal DBC/Demolisher @Free
- Frag Borer @Free

Options

- Add up to two Crew Constructors to unit @7pts each
- Give Crew Constructor fusion cutters @2pts per model

LIGHT TRANSPORT DRONE

Vehicle Unit   *Points Value: 95*

Unit: Transport	Ag	Acc	Str	Res	Init	Co	Special
1 x Transport Drone	6	5	1	11	5	7	MOD2, Transport 10, Large

Options

- Give Transport Flamer Array @30pts

WEAPON DRONE

Weapon Drone Unit   *Points Value: 70*

Unit: Weapon Drone	Ag	Acc	Str	Res	Init	Co	Special
1 x Virai Weapon Drone with fusion cutter	6	5	4	11	5	7	–

Weapon Options

The Virai Weapon Drone can be equipped with any of the following support weapons at the points cost shown:

- Scavenged mag light support @Free
- Scavenged mag cannon @10pts
- Virai flamer array @15pts

Note: The stats here (Res 11, no MOD2) replace those on p.79 of 'The Dronescourge Returns'.

Weapon drone with flamer array

STRATEGIC

DEEP MINING TEAM

Heavy Weapon Team				Points Value: 68			
Unit: Constructor Weapon Team	**Ag**	**Acc**	**Str**	**Res**	**Init**	**Co**	**Special**
3 x Crew Constructors with tool appendages	6	5	4	6	4	7	Large, Slow

Weapon Options

The Deep Mining Team can be equipped with any of the following heavy weapons at the points cost shown:
- Scavenged mag heavy support @Free
- Scavenged heavy mag cannon @10pts
- Fractal disintegrator (see fractal bombard) @30pts
- Heavy frag borer @30pts

Options
- Add up to two Crew Constructors to unit @7pts each
- Give Crew Constructor fusion cutters @2pts per model

SCAVENGED HAULER

Vehicle Unit				Points Value: 199			
Unit: Transport	**Ag**	**Acc**	**Str**	**Res**	**Init**	**Co**	**Special**
1 x Scavenged Boromite Hauler with 2 x flamer arrays	5	5	1	13	4	7	MOD2, Transport 10, Large

Weapon Options

Either flamer array can be replaced with the following:
- Scavenged mag light support @Free (maximum one turret)
- Scavenged mag cannon @Free (maximum one turret)

Note: *Similar vehicles are scavenged by the Virai and turned to their own use, though those relying on suspensors have to be retrofitted with substantial numbers of thrusters*

AUXILIARY

Special: The Tertiary Supervisor (see Tactical) can be taken as an Auxiliary choice.

SCAVENGER SQUAD

Infantry unit				Points Value: 74			
Unit: Constructor Squad	**Ag**	**Acc**	**Str**	**Res**	**Init**	**Co**	**Special**
4 x Scavenger Constructor with tool appendages, fusion cutters, fractal charges	6	5	4	6	4	6	Breaching Kit, Auto Workshop

Options
- Add up to four Scavenger Constructors @11pts per model.

STAA PROBE SHARD

Probe Unit				Points Value: 20			Limited Choice
Unit: Virai Probe	**Ag**	**Acc**	**Str**	**Res**	**Init**	**Co**	**Special**
4 x Virai Probes with STAA Sensors	–	(6)	–	6	–	–	Shard

Options
- Add up to two probes with STAA Sensors @5pts each

Note that the Acc of (6) is only applicable to the use of the STAA in tagging a target.

STAA probe shards