

Virai Dronescourge Army List

VIRAI DRONESCOURGE FORCE SELECTOR

Force Size	Points Value	Tactical	Combai Support	t Level 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

		VIRA	I FIRS	T INST	ANCE		
Weapon Drone Command Unit	Only One, Limited Choice						
Substitutes For: Virai Command Squad							
Unit: Virai First Instance	Ag	Acc	Str	Res	Init	Со	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
o \times Drone Bodyguards with fusion flamer, ripclaws	5	5	7	7	5	7	
o x Virai Weapon Drone with flamer array, fusion cutter	6	5	4	11	5	7	
			Op	tions			

- 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 @1opts

Wound 2. If First Instance fails a resist roll then instead of falling casualty it is wounded. When wounded, First Instance and its unit First Instance's Follow radius is extended to 10" and Command to 15". 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.

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.





SECONDARY INSTANCE COMMAND

ı	Weapon Drone Command Unit			Points V	alue: 148			
l	Special: The army must contain at least one Virai Co	omman	d Squad					
	Unit: Virai Command Squad	Ag	Acc	Str	Res	Init	Со	Special
	1 × Secondary Instance Architector with tool appendages, fusion cutter	5	6	4	9	7	9	Command, Follow, Hero, Leader 2, Reprogram, Repair Swarm, MOD2, Architector
	o x Drone Bodyguards with fusion flamer, ripclaws	5	5	7	7	5	7	
	o 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 @1opts

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	Со	Special
1 x Tertiary Instance Architector with tool appendages, fusion cutter	6	5	4	8	4	8	Command, Leader, Reprogram, Repair Swarm, MOD2, Architector
o 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 V	′alue: 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					
o x Assault Drones with fusion flamer, ripclaws	5	5	7	8	5	7	Savage Strike				
			Opt	tions							

• Add o-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 \	/alue: 54			
Unit: Constructor Squad	Ag	Acc	Str	Res	Init	Со	Special
6 x Constructor with tool appendages, fusion cutter	6	5	4	6	4	6	-
			Opt	ions			

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

MININGTEA	M	
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Infantry Unit	Points Value: 54										
Unit: Constructor Squad	Ag	Acc	Str	Res	Init	Со	Special				
6 x Constructor with tool appendages, tractor mauls	6	5	4	6	4	6					
			Ont	ions							

- 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





		MIN	ING SU	JPERVI	SOR		
Weapon Drone Command Unit			Points \	/alue: 83		g 18 11	
Special: The army must contain at least one Virai	Comman	nd 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
o x Constructor miners with tool appendages, tractor mauls	6	5	4	6	4	6	-
			Opt	ions			

- 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 V	/alue: 52	1/185	-11					
Unit: Constructor Weapon Team	Ag	Acc	Str	Res	Init	Со	Special				
2 x Crew Constructors with tool appendages	6	5	4	6	4	6					
Weapon Options											
The Mining Support Team can be equipped with e	ther of th	e followi	na suppoi	rt weapo	ns at the	points cost shown	n·				

• 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				alue: 95			I CONTRACTOR			
Unit: Transport	Ag	Acc	Str	Res	Init	Со	Special			
1 x Transport Drone	6	5	1	11	5	7	MOD2, Transport 10, Large			
			Opt	ions						
Cive Transport Flamor Array Quents										

• Give Transport Flamer Array @3opts

		W	EAPOI	N DROI	NE		
Weapon Drone Unit			Points \	/alue: 70	119		
Unit: Weapon Drone	Ag	Acc	Str	Res	Init	Со	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 @1opts
- 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

		DE	EP MIN	IINGTE	AM		
Heavy Weapon Team			Points V	/alue: 68			
Unit: Constructor Weapon Team	Ag	Acc	Str	Res	Init	Со	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

• Fractal disintegrator (see fractal bombard) @3opts

• Scavenged heavy mag cannon @1opts

• Heavy frag borer @3opts

Options

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

SCAVENGED HAULER											
Vehicle Unit			Points V	'alue: 199	14.5	-" !!					
Unit: Transport	Ag	Acc	Str	Res	Init	Со	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.

		SCA	VENG	ER SQI	JAD		
Infantry unit			Points \	/alue: 74	3 - 11		
Unit: Constructor Squad	Ag	Acc	Str	Res	Init	Со	Special
4 × Scavenger Constructor with tool appendages, fusion cutters, fractal charges	6	5	4	6	4	6	Breaching Kit, Auto Workshop
			Opt	ions			

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

STAA PROBE SHARD								
robe Unit			Points V	/alue: 20		Limited Choice		
Init: Virai Probe	Ag	Acc	Str	Res	Init	Со	Special	
x Virai Probes with STAA Sensors	-	(6)	-	6	-	-	Shard	
			Opt	ions			in the second	
te that the Acc of (6) is only applicable to the	e use of the STA	A in tagg		get.				

