

Virai Dronescourge Quick Reference 3.1

SPECIAL RULES/ EQUIPMENT

ARCHITECTORS

Architectors are classed as MOD2 Weapon Drones with their own Damage table.

ARCHITECTOR DAMAGE TABLE RESULT

D10	Result
1	No effect
2-3	+1 pin
4	+1 pin, go Down
5	+D3 pins, go Down
6	+D3 pins, Functional Degradation
7	+D3 pins, go Down, Systems Overload
8	+D3 pins, Functional Degradation, Systems Overload
9	+D6 pins, Break Test, Functional Degradation
10	Destroyed

Functional Degradation

A vital subsystem is damaged. The owning player chooses one of: Repair Swarm destroyed, Immobilised, Weapon Malfunction, or MOD loss and result is immediately applied to the model. If a subsystem is non-functional, it cannot be selected.

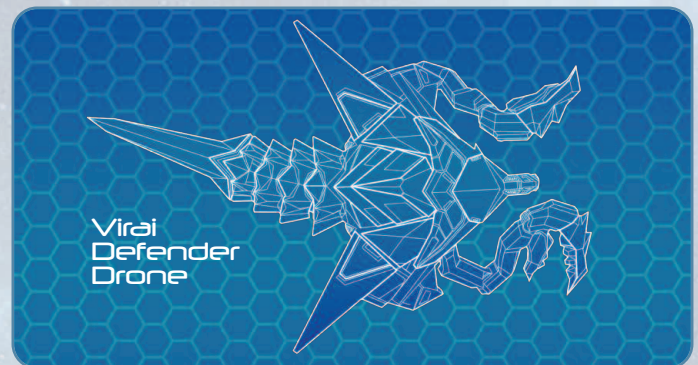
Systems Overload

The Architector's control circuits are overloaded, affecting nearby Virai drone units. The closest Virai unit (on any side) without an order dice, excluding probes, takes an Order dice from the bag and randomly rolls an order for the unit, acting on it immediately. If all Virai units have been given their order dice, then the closest unit that is not already Down, goes Down, instead.



VIRAI STAA SCOUT PROBES

- Move at a maximum speed of 15" as probes.
- Can attempt to 'Tag' a visible enemy unit as an integral part of its **Run** action: shoot at an enemy unit within 15" as if using an Advance order with an Acc of 6 (Acc penalties/rerolls apply).
- **No Pin:** A hit from a STAA probe causes no pins and no damage.
- **STAA Tag:** For each successful 'to hit' roll, add a marker to the target unit. Tags remain even if the probe applying the tag is destroyed.
- STAA Tags on a unit are removed as soon as the unit moves or is moved, including Run, Advance or consolidation actions.
- **STAA bonus:** Virai units shooting at a tagged target gain +1 to their Acc for each tag against the target up to a maximum of +3.



REPAIR SWARM

- Are not affected by Subverter Matrices and Scramble munitions (Antares rulebook, p.88 and p.122).
- Cannot affect equipment, weapons or vehicle models that are **Scavenged**, though any Virai models using them can be affected.

Res Re-rolls to any Virai unit or probe within 10" of a Repair Swarm, including the architector itself

- Unit/probe gains a single Res reroll for each Repair Swarm in range, each allocated to a designated model.

Repairs to any vehicle or weapon drone within 10", including the architector itself:

- Declares the unit is making a repair and give the unit a Rally order. The unit makes a Rally action. If the unit has no pins once the Rally is complete, it may attempt one repair on a damaged subsystem: **Repair Swarm, thrusters (mobility), or a malfunctioning weapon**, but not the replacing of a MOD dice. Roll a D10: 1-9 the repair succeeds; 10 repair fails.

REPROGRAM SPECIAL RULE

When the dice is drawn, a *Rally* order is given to the controlling architect and an order test made if necessary. On a success, the architect can Overclock a nearby unit or Reset one or more units within Command range. A shard can be affected by an Overclock even if only one of its models is within range.

For both Overclock and Reset, pins are removed from the architect as normal for taking an order test but not a *Rally*. MOD units cannot be Overclocked or Reset.

Overclock

If a unit already has an order dice, then the architect foregoes its own action to give that unit a second activation this turn. The overclocked unit's own dice is returned to the bag. If the overclocked 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 architect foregoes its own action to *Rally* one or more other units.

- Designate the units that are to be reset and roll 1D6, as normal for a *Rally* order.
- Distribute the total as evenly as possible amongst the units being reset and remove those pins as for a *Rally*.
- If the distribution results in a greater total than a unit currently has, then the extra can be allocated to a different unit.

WEAPONS SUMMARY

Hand Weapons	Effective	Range Long	Extreme	Strike Value	Special/Notes
Fusion cutter	5	10	30	2/1/0	Breaching
Ripclaws		H2H Only		2	2 Attacks, Breaching, Compound SV
Tool Appendages	5	–	–	0	2 Attacks SV1, Compound SV
Tractor Maul		H2H Only		2	2 Attacks, Elective Breaching

Standard Weapons	Effective	Range Long	Extreme	Strike Value	Special/Notes
Fusion Flamer	10	20	50	3/2/1	Breaching
Mass Compactor	10	20	30	3/2/1	Compressor, Elective Breaching, No Cover

Light Support Weapons	Effective	Range Long	Extreme	Strike Value	Special/Notes
Flamer Array – <i>Stutter</i>	10	20	50	3/2/1	RF 3, Breaching
– <i>Focused</i>	20	30	60	5/4/3	Breaching
Fractal DBC/Demolisher	10	20	40	3 (+3 max 10)	Fractal Lock, Breaching
Frag Borer	20	30	60	3 (+1 max 10)	Fractal Lock, Breaching
Scavenged Mag Cannon	30	50	100	5	Massive Damage
Scavenged Mag Light Support	30	50	100	2	RF 3

Heavy Weapons	Effective	Range Long	Extreme	Strike Value	Special/Notes
Fractal Disintegrator (Bombard)	50	100	200	3 (+2 max 10)	Fractal Lock, Breaching, Heavy
Heavy Frag Borer	20	30	60	6 (+1 max 10)	Fractal Lock, Breaching, Heavy
Scavenged Heavy Mag Cannon	50	100	250	6	Massive Damage, Heavy
Scavenged Mag Heavy Support	30	50	100	3	RF 5, Heavy

Grenades & Equipment	Effective	Range Long	Extreme	Strike Value	Special/Notes
Fractal Charges (Grenade)	5	–	–	3	Breaching, Limit 3, Hazardous H2H
STAA Sensors	15	–	–	–	STAA Tag