

The Progenitors

A *Strike Legion*® Army List

These rules have been written (and may be considered “official”) for use with the Plasmablast Games’ Progenitors miniatures. Please visit the [Plasmablast Games website](http://www.plasmablastgames.com) (<http://www.plasmablastgames.com>) for vehicle images and brief descriptions.

New Weapons

Drone Munitions: Drone Munitions function as Mobile Captor mines with the following (modified) profile:

Basics: MV: 4”/Tracked, Def: 8, EW: 3 points Fixed OEW. Personnel Target.

Weapons: APT (d6)(T) 3/6/10/15

Attributes: Weak.

Construction cost: 250 points; 1 System Point per Drone. Limitations: 1 per Sig. 3-6 ART vehicle, 2 per Sig 0-2 ART vehicle, and 4 for Sig. -1 to -4 vehicles.

Drone Munitions may be fired as part of an ART strike, but never as part of a Combined Strike, nor as a Barrage, and all vehicles of a firing platoon must fire their Drone Munitions at the same target point during the same activation. Drones may also be delivered to a target point as Bombs, but must be delivered from Attack (Basic) or NOE (Advanced) flight levels.

Drone Munitions fired within the firing element’s Long range must roll for scatter, with all Drones rolling to scatter individually from the target point location.

Once deployed, Drone Munitions use their own, independent, activation, with all elements deployed from a single ART platoon functioning as a Drone platoon.

[Note: there are no specific Plasmablast Games miniatures for Drone Munitions. Counters have been provided on the last page of this document for use in the game].

Reload Rack: Each reload rack may hold two Hard Points of missiles. They may be prepped for combat use when enough listed (at-start) missiles have been expended to make space for the missiles in each Reload Rack.

To add the missiles held in a Reload Rack to those able to be fired by a vehicle, it must use Intensive Fire orders for the turn. The missiles become available for use on the following turn, and the number of missiles added to those available to fire may never exceed the original number of missiles mounted on the vehicle. *TL4; 1 Hard Point per Reload Rack; 30 construction points each, plus the cost of the missiles to be placed in the Reload Rack.*

Progenitors Specific Rules

Styx Defense Turret: These elements are always set up prior to play.

Progenitor Organizations

Light Tank Company: three platoons of 4 Spiderblade Tank Destroyers and one Light Command Platoon.

Medium Tank Company: three platoons of 4 Barracuda Tank Destroyers and one Command Platoon.

Heavy Tank Company: three platoons of 4 Hammerhead MBT or Hammerhead Tank Destroyers (may combine the two platoon types in the same company) and one Command Platoon.

Infantry Company: three platoons of four 2-team Light Infantry or Heavy infantry squads (all must be the same type), plus one Leader Team.

Mechanized Infantry Company: two platoons of four 2-team Light Infantry squads (each squad mounted in a Gecko APC), one platoon of four Spiderblade Close Support tanks, and one Light Command Platoon.

Heavy Mechanized Company: Four platoons of four 2-team Heavy Infantry platoons plus four leader teams, with each platoon mounted in a Tigerclaw Superheavy Tank.

Assault Infantry Company: two platoons of four 2-team Heavy Infantry squads (each squad mounted in a Gecko APC), one platoon of four Barracuda Close Support tanks, and one Command Platoon.

Scout Company: two platoons of 4 Wolfbite Scout Trikes, one platoon of 4 Spiderblade Close Support tanks, and one Light Command Platoon.

Special Forces Company: three platoons of three 2-team Special Forces squads (each squad mounted in a Gecko APC) and two Leader Teams, one Scout Platoon, and one Light Command Platoon.

Light Command Platoon: two Spiderblade Sensor Platforms.

Command Platoon: two Barracuda Sensor Platforms.

Heavy Command Platoon: one Tigerclaw Superheavy Tank with four 2-team Light infantry squads and one Leader Team.

Light Artillery Battery: four Spiderblade Artillery vehicles.

Artillery Battery: four Barracuda Artillery vehicles.

Light Defense Battery: four Spiderblade Missile Platforms. All vehicles of the platoon must choose the same armament (AAM or ATM).

Defense Battery: four Barracuda Missile Platforms. All vehicles of the platoon must choose the same armament (AAM or ATM).

Air Superiority Section: two Eaglebane Fighters.

Ground Attack Section: two Eaglebane Tankbusters or two Shadowasp Attack Hoverjets.

Scout Platoon: four Wolfbite Scout Trikes.

Observer Section: two Wolfbite Scout Trikes. One Scout Trike has the FSO upgrade.

Battalion Organizations:

Assault Battalion: one Assault Infantry Company, two Heavy Tank Companies, one Scout Company, and one Command Platoon. The battalion may add up to three Defense or Artillery Batteries of any type, and may add one Observer Section for each Artillery or Light Artillery battery taken.

Tank Battalion: one Mechanized Infantry Company, two Medium Tank Companies, one Command Platoon, and two Scout Platoons. The Battalion may add up to two Artillery Batteries of any type, and one Observer section for each Artillery or Light Artillery battery taken.

Scout Battalion: Two Scout Companies, one Mechanized Infantry Company, one Light Tank Company, one Light Defense Battery, and one Light Command Section.

Mechanized Infantry Battalion: two Mechanized Infantry Companies, one Medium OR Light Tank Company, one Light Defense Platoon, and one Command Platoon. The battalion may add up to two Artillery or Defense Batteries (may choose Light versions), and one Observer Section for each Artillery Battery.

Static Infantry Battalion: Three Infantry Companies and three Leader Teams, plus one or two Light Defense or Defense Batteries, and one or two Artillery or Light Artillery Battery. One Observer Section may be taken for each Artillery or Light Artillery Battery taken. One Shield section may be taken if two or more Defense or Artillery Batteries are used.

Assault, Tank, and Mechanized Infantry Battalions may substitute a Heavy Command Platoon for their Command Platoon.

Training and C2

C2: All Progenitor forces use Average C2 ratings.

Training: All units are Trained, but any non-Special Forces company may be made Green by reducing its point value by 10%. Special Forces companies may be given a Veteran Training rating; increase the point cost of these units by 10%.

SPIDERBLADE TANK DESTROYER

PV: 63

MV: 12"/Tracked Sig: 5 EW: 6 Def: 7

AT Gauss (d6)(T) 6/12/21/30
AP (d4)(T) 3/6/10/15Basic Sharmor
T: 5/4/4
H: 5/4/3**SYSTEMS**

Smoke Mortar (2)

NOTESSmoke
1. 00
2. 00
3. 00
4. 00**SPIDERBLADE MISSILE PLATFORM**

PV: 78

MV: 12"/Tracked Sig: 5 EW: 6 Def: 7

4x ATM (d6) 8/16/28/40
OR
4x AAM (d6) 8/16/28/40Basic Sharmor
T: 5/4/4
H: 5/4/3**SYSTEMS**Reload Rack (2)
[2x ATM OR AAM each]
Smoke Mortar (1)**NOTES**Smk MSL Rel.
1. 0 0000 00
2. 0 0000 00
3. 0 0000 00
4. 0 0000 00**SPIDERBLADE MOBILE ARTILLERY**

PV: 183

MV: 12"/Tracked Sig: 5 EW: 4** Def: 7

ART (d8) (T) Range: 30/45 AoE: 1"

Basic Sharmor
T: 4/4/4
H: 5/4/3**SYSTEMS**Additional ART Munitions:
Drones 0
FASCAM (d8 Static; def10 - D7) 0
Smoke (D5) 0**NOTES**

**Fixed DEW

SPIDERBLADE CLOSE SUPPORT TANK

PV: 63

MV: 12"/Tracked Sig: 5 EW: 6 Def: 7

AP (d5)(T) 4/8/14/20
AP (d5)(T) 4/8/14/20Basic Sharmor
T: 5/4/4
H: 5/4/3**SYSTEMS**Close Defense System
Smoke Mortar (2)**NOTES**Smoke
1. 00
2. 00
3. 00
4. 00**SPIDERBLADE SENSOR PLATFORM**

PV: 57

MV: 12"/Tracked Sig: 5 EW: 4** Def: 7

AP (d6) (F) 3/6/10/15

Basic Sharmor
T: 4/4/4
H: 5/4/3**SYSTEMS**Command Package
Frequency Warfare Suite (R25)
*Comm Disruptor***NOTES**

**Fixed DEW

BARRACUDA TANK DESTROYER

PV: 96

MV: 10"/Tracked Sig: 4 EW: 6 Def: 8

AT Gauss (d8)(T) 6/12/21/30
AP (d4)(T) 4/8/14/20Basic Sharmor
T: 6/5/4
H: 6/4/3**SYSTEMS**Close Defense System
Linked Fire Control
Smoke Mortar (2)
Vulcan I**NOTES**Smoke
1. 00
2. 00
3. 00
4. 00**BARRACUDA CLOSE SUPPORT TANK**

PV: 82

MV: 10"/Tracked Sig: 4 EW: 6 Def: 8

AP (d6)(T) 4/8/14/20
AP (d6)(T) 4/8/14/20Basic Sharmor
T: 6/5/4
H: 6/4/3**SYSTEMS**Close Defense System
Smoke Mortar (2)
Vulcan I**NOTES**Smoke
1. 00
2. 00
3. 00
4. 00**BARRACUDA MISSILE PLATFORM**

PV: 118

MV: 10"/Tracked Sig: 4 EW: 6 Def: 8

6x ATM (d8) 8/16/28/40
OR
6x AAM (d8) 8/16/28/40Basic Sharmor
T: 6/5/4
H: 6/4/3**SYSTEMS**Reload Rack (2)
[2x ATM OR AAM each]
Smoke Mortar (1)**NOTES**MSL Rel Smk
1. 000000 00 0
2. 000000 00 0
3. 000000 00 0
4. 000000 00 0

BARRACUDA MOBILE ARTILLERY

PV: 115

MV: 10"/Tracked Sig: 4 EW: 4** Def: 8

ART (d10) (T) Range: 30/45 AoE: 1"

Basic Sharmor

T: 5/5/4

H: 6/4/3

SYSTEMSAdditional ART Munitions:
Drones 0
FASCAM (d8 Static; def10 - D7) 0
Smoke (D5) 0**NOTES**

**Fixed DEW

BARRACUDA SENSOR PLATFORM

PV: 82

MV: 10"/Tracked Sig: 4 EW: 6** Def: 8

AP (d6)(F) 4/8/14/20

Basic Sharmor

T: 4/4/4

H: 6/4/3

SYSTEMSCommand Package
Frequency Warfare Suite (R25)
*Comm Jammer***NOTES**

**Fixed DEW

HAMMERHEAD TANK DESTROYER

PV: 178

MV: 9"/Tracked Sig: 3 EW: 8 Def: 9

Dual AT Gauss (d10)(T) 8/16/28/40

Basic Sharmor

T: 6/6/5

H: 6/5/4

SYSTEMSClose Defense System
Coordinated Fire Control
Smoke Mortar (2)
Vulcan II**NOTES**

Smoke

1. 00
2. 00
3. 00
4. 00**HAMMERHEAD MBT**

PV: 166

MV: 9"/Tracked Sig: 3 EW: 8 Def: 9

AT Gauss (d10)(T) 8/16/28/40

Basic Sharmor

T: 6/6/5

H: 6/5/4

SYSTEMSClose Defense System
Coordinated Fire Control
Smoke Mortar (2)
Vulcan II**NOTES**

Smoke

1. 00
2. 00
3. 00
4. 00**WOLFBITE SCOUT TRIKE**

PV: 40

MV: Wheeled/12" Sig: 6 EW: 6 Def: 6

2x ATM (d6) 8/16/28/40

Basic Sharmor

H: 4/4/4

SYSTEMSReload Rack (2)
(2x ATM each)

*Optional FSO (5 points); 1/platoon max.

NOTES

ATM	Reload
1. 00	00
2. 00	00
3. 00	00
4. 00	00

GECKO APC

PV: 93

MV: 12"/Tracked Sig: 4 EW: 6 Def: 8

AP (d6)(T) 4/8/14/20

Basic Sharmor

T: 4/4/4

H: 4/4/4

SYSTEMSInfantry Jacks
Reload Rack (2)
(2x ATM each)
Troop Bay (2)**NOTES**

ATM	Reload
1. 00	00
2. 00	00
3. 00	00
4. 00	00

LIGHT INFANTRY SQUAD (2TEAMS)

PV:

MV: 6"/Foot Def: 8

AP (d6) 4/8/12/20

Personnel Target

ATM (d6) 6/12/21/30

AAM (d6) 6/12/21/30

SYSTEMSActive Camouflage 1
Smoke Grenades**NOTES**Smoke
1. 0
2. 0
3. 0
4. 0**HEAVY INFANTRY SQUAD (2 TEAMS)**

PV: 96

MV: 6"/Foot Def: 10

AP (d8) 4/8/12/20

Personnel Target

ATM (d6) 6/12/21/30

AAM (d6) 6/12/21/30

SYSTEMSActive Camouflage 1
CCW
Power Armor
Power Weapons**NOTES**

SPECIAL FORCES SQUAD (2 TEAMS) PV: 82

MV: 6"/Foot Def: 9

AP (d6) 4/8/12/20
 ATM (d6) 6/12/21/30
 AAM (d6) 6/12/21/30

Personnel Target

SYSTEMS

Active Camouflage
 CCW
 Smoke Grenades
 Tank Hunter
 Urban Specialist

NOTES

Smoke
 1. 0
 2. 0
 3. 0
 4. 0

EAGLEBANE FIGHTER PV: 129

MV: 30"/Air Sig: 4 EW: 8 Def: 8

AA Gauss (d6)(FF) 6/12/21/30
 4x AAM (d8) 8/16/28/40

Basic Sharmor
 6

SYSTEMS

Chaff (3)
 Stabilizers
 Streamlined

NOTES

Chaff AAM
 1. 000 0000
 2. 000 0000

SHADOWASP ATTACK HOVERJET PV: 193

MV: STOVL/20" Sig: 3 EW: 8 Def: 9

Dual AT Gauss (FF)(d6) 6/12/21/30
 4x ATM (d8) 6/12/21/30
 2x Drone Bombs

Basic Sharmor
 6

SYSTEMS

Chaff (2)
 Stabilizers

NOTES

Chaff Drn ATM
 1. 00 00 0000
 2. 00 00 0000

EAGLEBANE TANKBUSTER PV: 129

MV: 30"/Air Sig: 4 EW: 8 Def: 8

AT Gauss (d6)(FF) 6/12/21/30
 2x ATM (d8) 8/16/28/40
 2x AAM (d8) 8/16/28/40

Basic Sharmor
 6

SYSTEMS

Chaff (3)
 Stabilizers
 Streamlined

NOTES

Chaff ATM AAM
 1. 000 00 00
 2. 000 00 00

TIGERCLAW SUPERHEAVY TANK PV: 481

MV: 9"/Tracked Sig: -3 EW: 10 Def: 12

Dual AT Gauss (d12)(T) 8/16/28/40
 2x AP (d6)(LF+RF) 6/12/21/30
 4x ATM (d8) 6/12/21/30
 4x AAM (d8) 6/12/21/30

Basic Sharmor
 6/6/5
 6/6/5

SYSTEMS

Aegis (3" AoE)
 Command Package
 Reload Rack (5)
 2xATM ea.: 00
 2xAAM ea.: 000
 Smoke 00
 Troop Bay (8)

Primary
 1-2: 2ndary (roll)
 3-4: Mobility 0000 (3)
 5-6: Wpns 0000 (2)
 7-8: EW 0000 (3)
 9: Crew 0000
 10: Critical (2d10)

Secondary
 1-5: No Damage
 6: Smoke
 7: Command
 8: Aegis
 9-10: Troop Bay
 ATM: 0000
 AAM: 0000

STYX DEFENSE TURRET PV: 217

MV: 0"/Immobile Sig: 3 EW: 8 Def: 9

AT Gauss (d8)(T) 8/16/28/40
 2x AAM (d8)(T) 8/16/28/40

Basic Sharmor
 T: 6/5/5
 H: 6/6/6

SYSTEMS

Area Shield (6) (3" AoE)
 Reload Rack (2)
 (2x AAM each)
 Vulcan II

NOTES

AAM Reload
 1. 00 00
 2. 00 00
 3. 00 00
 4. 00 00

TIGERCLAW SUPERHEAVY TANK PV: 481

MV: 9"/Tracked Sig: -3 EW: 10 Def: 12

Dual AT Gauss (d12)(T) 8/16/28/40
 2x AP (d6)(LF+RF) 6/12/21/30
 4x ATM (d8) 6/12/21/30
 4x AAM (d8) 6/12/21/30

Basic Sharmor
 6/6/5
 6/6/5

SYSTEMS

Aegis (3" AoE)
 Command Package
 Reload Rack (5)
 2xATM ea.: 00
 2xAAM ea.: 000
 Smoke 00
 Troop Bay (8)

Primary
 1-2: 2ndary (roll)
 3-4: Mobility 0000 (3)
 5-6: Wpns 0000 (2)
 7-8: EW 0000 (3)
 9: Crew 0000
 10: Critical (2d10)

Secondary
 1-5: No Damage
 6: Smoke
 7: Command
 8: Aegis
 9-10: Troop Bay
 ATM: 0000
 AAM: 0000

