

## Progenitors TO&E

Battalion Type	Composition	Point/SP Cost
Tank	2x Barracuda Tank Destroyers, 1x Gecko w/ Light Infantry, 1x Wolfbite Scout (Det)	97/10
Assault	2x Hammerhead (any), 1x Gecko w/ Heavy Infantry, 1x Spiderblade OR Barracuda Close Support, 1x Wolfbite Scout (Det)	132/14 OR 140/14
Mech Infantry	2x Gecko w/Light Infantry, 1x Spiderblade Tank Destroyer OR 1x Barracuda Tank Destroyer, 1x Spiderblade Missile Platform (Det)	90/14 OR 99/14
Static Infantry	3x Gecko w/Light Infantry, 1x Spiderblade OR Barracuda Close Support	91/16 OR 99/16
Scout	2x Wolfbite Scouts, 1x Gecko w/Light Infantry, 1x Spiderblade Tank Destroyer	75/12
Defense	2x Spiderblade and 2x Barracuda Missile Platforms.	80/12
HQ	1x Tigerclaw	76/9

Battalion Type	Composition	Point/SP Cost
Artillery	3x Spiderblade Mobile Artillery	51/6
Hvy. Artillery	3x Barracuda Mobile Artillery	75/9
Gunship	4x Shadowasp	164/16

### Progenitors Notes:

1. Progenitor Maneuver Regiments contain one Artillery or Light Artillery battalion, three additional battalions as chosen by the player, and one HQ.
2. Static Infantry and Scout battalions may each be assigned a maximum of one detachment. Defense battalions may never have a detachment assigned to them.
3. One Air marker (of either type) may be used for each fraction of three Progenitor battalions in play.
4. One Orbital Support choice may be taken for each Maneuver Regiment in play.
5. Progenitor Forces use Average C3 and are *Trained*. Up to 20% (numerically) of a Progenitor force may be rated *either Veteran or Green* (but not both in the same force) by making the appropriate point adjustments.

<b>Eaglebane Fighter</b> <span style="float: right;">PV: 53</span>		
<b>STATS</b> MV: 15" Radius Def: d4 Attack: d4/d6 EW: 4	<b>SPECIAL</b> <b>Firefight +1</b>	<b>NOTES</b> Air Marker 4 Damage dice Supply Points: 4
<b>Eaglebane Tankbuster</b> <span style="float: right;">PV: 47</span>		
<b>STATS</b> MV: 15" Radius Def: d4 Attack: d6/d5 EW: 4	<b>SPECIAL</b>	<b>NOTES</b> Air Marker 4 Damage dice Supply Points: 4
<b>Shadowasp Attack Hoverjet</b> <span style="float: right;">PV: 41</span>		<b>Progenitors Orbital Support</b>
<b>STATS</b> MV: 14/STOVL Def: d5 Attack: d5 Range: 2/7 EW: 4	<b>SPECIAL</b> MSL (d6) R7 Scout <b>Firefight +1</b> <b>Assault +1</b>	<b>NOTES</b> MSL Depl: 6 2DMG Supply Points: 4
	<b>Destroyer Class</b> Attack: 3d6 Depletion: 4 Point Cost: 72 Supply Points: 4	<b>Cruiser Class</b> Attack: 3d8 Depletion: 4 Point Cost: 96 Supply Points: 4
		<b>Battleship Class</b> Attack: 3d10 Depletion: 6 Point Cost: 90 Supply Points: 3

**Spiderblade Tank Destroyer** S PV: 19

**STATS**  
 MV: 8/Tracked  
 Def: d4  
 Attack: d5  
 Range: 3/8  
 EW: 3

**SPECIAL**

**NOTES**  
 2DMG  
 Supply Points: 1

**Barracuda Close Support Tank** S PV: 21

**STATS**  
 MV: 7/Tracked  
 Def: d6  
 Attack: d4  
 Range: 3/8  
 EW: 3

**SPECIAL**  
 MSL Def +1  
 Assault +1

**NOTES**  
 2DMG  
 Supply Points: 1

**Spiderblade Missile Platform** S PV: 19

**STATS**  
 MV: 8/Tracked  
 Def: d4  
 Attack: -  
 Range: -/-  
 EW: 3

**SPECIAL**  
 MSL (d5) R10  
 AA MSL (d5) R10  
 AT

**NOTES**  
 Detachment  
 MSL Dept: 6  
 AA MSL Dept: 6  
 1DMG  
 Supply Points: 3

**Barracuda Mobile Artillery** S PV: 25

**STATS**  
 MV: 7/Tracked  
 Def: d6  
 Attack: d8  
 Range: 3/8  
 EW: 2

**SPECIAL**  
 ART/2 R12

**NOTES**  
 Detachment  
 2DMG  
 Supply Points: 3

**Spiderblade Close Support Tank** S PV: 13

**STATS**  
 MV: 8/Tracked  
 Def: d4  
 Attack: d3  
 Range: 1/5  
 EW: 3

**SPECIAL**  
 Assault +1

**NOTES**  
 1DMG  
 Supply Points: 1

**Hammerhead MBT** S PV: 36

**STATS**  
 MV: 6/Tracked  
 Def: d6  
 Attack: d8  
 Range: 4/10  
 EW: 4

**SPECIAL**  
 MSL Def +1  
 Assault +1

**NOTES**  
 3DMG  
 Supply Points: 2

**Spiderblade Mobile Artillery** S PV: 17

**STATS**  
 MV: 8/Tracked  
 Def: d4  
 Attack: d6  
 Range: 3/8  
 EW: 2

**SPECIAL**  
 ART/1 R12

**NOTES**  
 Detachment  
 2DMG  
 Supply Points: 2

**Hammerhead Tank Destroyer** S PV: 36

**STATS**  
 MV: 6/Tracked  
 Def: d6  
 Attack: d8  
 Range: 4/10  
 EW: 4

**SPECIAL**  
 MSL Def +1  
 Firefight +2

**NOTES**  
 3DMG  
 Supply Points: 2

**Spiderblade Sensor Platform** S PV: 11

**STATS**  
 MV: 8/Tracked  
 Def: d4  
 Attack: d4  
 Range: 1/4  
 EW: 2

**SPECIAL**  
 UW 'C' (d6) (6")

**NOTES**  
 Detachment  
 1DMG  
 Supply Points: 2

**Wolfbite Scout** S PV: 15

**STATS**  
 MV: 8/Wheeled  
 Def: d4  
 Attack: -  
 Range: -/-  
 EW: 3

**SPECIAL**  
 MSL (d5) R10  
 Scout

**NOTES**  
 Detachment  
 MSL Dept: 6  
 1DMG  
 Supply Points: 3

**Barracuda Sensor Platform** S PV: 14

**STATS**  
 MV: 7/Tracked  
 Def: d6  
 Attack: d4  
 Range: 2/5  
 EW: 3

**SPECIAL**  
 UW 'C' (d6) (6")

**NOTES**  
 Detachment  
 1DMG  
 Supply Points: 2

**Tigerclaw Super-Heavy Tank** L PV: 76

**STATS**  
 MV: 6/Tracked  
 Def: d8  
 Attack: d10  
 Range: 4/10  
 EW: 5

**SPECIAL**  
 MSL (d6) R7  
 AA MSL (d6) R7  
 MSL Def +2  
 Assault +2  
 Firefight +1

**NOTES**  
 HQ  
 MSL Dept: 4  
 AA MSL Dept: 2  
 6DMG  
 Supply Points: 9

**Barracuda Tank Destroyer** S PV: 28

**STATS**  
 MV: 7/Tracked  
 Def: d6  
 Attack: d6  
 Range: 3/8  
 EW: 3

**SPECIAL**  
 MSL Def +1  
 Assault +1  
 Firefight +1

**NOTES**  
 2DMG  
 Supply Points: 1

**Gecko APC w/Light Infantry** M PV: 26

**STATS**  
 MV: 8/Tracked  
 Def: d4  
 Attack: d5  
 Range: 2/5  
 EW: 3

**SPECIAL**  
 MSL (d5) R10  
 AA MSL (d5) R7

**NOTES**  
 Mech Inf  
 MSL Dept: 4  
 AA MSL Dept: 6  
 5DMG  
 Supply Points: 5

**Barracuda Missile Platform** S PV: 21

**STATS**  
 MV: 7/Tracked  
 Def: d6  
 Attack: -  
 Range: -/-  
 EW: 3

**SPECIAL**  
 MSL (d6) R10  
 AA MSL (d6) R10  
 AT

**NOTES**  
 Detachment  
 MSL Dept: 6  
 AA MSL Dept: 6  
 1DMG  
 Supply Points: 3

**Gecko APC w/Heavy Infantry** M PV: 32

**STATS**  
 MV: 8/Tracked  
 Def: d4  
 Attack: d5  
 Range: 2/5  
 EW: 3

**SPECIAL**  
 MSL (d5) R10  
 AA MSL (d5) R7  
 Assault +2  
 Firefight +1

**NOTES**  
 Mech Inf  
 MSL Dept: 4  
 AA MSL Dept: 6  
 3DMG  
 Supply Points: 6