

PROGENITORS



This Data Cards set was created for use with Plasmablast Games' Progenitors line of miniatures. Please visit the Plasmablast Games website for vehicle images and other information about the Progenitors (www.PlasmablastGames.com).

Progenitors Special Rules

Styx Defense Turret: These elements are always set up prior to play, immediately after table deployment areas are chosen.

Progenitor Organizations

Light Tank Company: 3 platoons of 4x Spiderblade TD and 1x Light Command Platoon.

Medium Tank Company: 3 platoons of 4x Barracuda TD and 1x Command Platoon.

Heavy Tank Company: 3 platoons of 4x Hammerhead MBT or Hammerhead TD (may combine the two platoon types in the same company) and 1x Command Platoon.

Infantry Company: 3 platoons of 4x Light Infantry or Heavy infantry squads (all must be the same type), plus one Leader Team (+20PV).

Mechanized Infantry Company: 2 platoons of 4x Light Infantry squads mounted in Gecko APC, one platoon of 4x Spiderblade CS, and one Light Command Platoon.

Heavy Mechanized Company: Four platoons of 4x Heavy Infantry squads plus 4x Leader Teams (+80 PV), with each platoon mounted in a Tigerclaw Superheavy Tank.

Assault Infantry Company: 2 platoons of 4x Heavy Infantry squads mounted in Gecko APC, one platoon of 4x Barracuda CS, and 1x Command Platoon.

Scout Company: 2x Scout Platoon, 1x Observer Section, 1x platoon of 4x Spiderblade CS and one Light Command Platoon.

Special Forces Company: 3 platoons of 3x Special Forces squads mounted in Gecko APC and 2x Leader Teams, 1x Scout Platoon, and 1x Light Command Platoon.

Light Command Platoon: 2x Spiderblade Sensor Platforms.

Command Platoon: 2x Barracuda Sensor Platforms.

Heavy Command Platoon: 1x Tigerclaw Superheavy Tank with 4x Light Infantry squads and 1x Leader Team (+20PV)

Light Artillery Battery: 4x Spiderblade Artillery

Artillery Battery: 4x Barracuda Artillery

Light Defense Battery: 4x Spiderblade Missile Platforms

Defense Battery: 4x Barracuda Missile Platforms

Air Superiority Section: 2x Eaglebane Fighters

Ground Attack Section: 2x Eaglebane CS or 2x Shadowasp-A or Shadowasp-B Hoverjets

Scout Platoon: 4x Wolfbite Scout Trikes OR 4x Chameleon Scout

Observer Section: 2x Wolfbite OP

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.

CQ and C2 Ratings

All Progenitor forces use *Trained* CQ and *Average* C2 ratings. Any non-Special Forces company may be made *Green*; Special Forces companies may be made *Veteran*.

Design Method

The Progenitors were created using the Open Design method, with a base TL of 5.

SPIDERBLADE TD PV: 6A

AT Gauss (T) [d6]
AP (T) [d6]

6/12/21/30
3/6/10/15

SYSTEMS
Smoke Mortar/5+

ARMOR
4/4/4
4/4/3

NOTES

SPIDERBLADE MSL PV: 67

MPM [d8] [D4]

8/16/28/40

SYSTEMS
Smoke Mortar/6

ARMOR
4/4/4
4/4/3

NOTES

SPIDERBLADE CS PV: 7B

AP (T) [d8]
AP (T) [d8]

4/8/14/20
4/8/14/20

SYSTEMS
CDS/6
Smoke Mortar/5+

ARMOR
4/4/4
4/4/3

NOTES

SPIDERBLADE ART PV: 15b

ART (T) [d8]

Range 30/45
AoE: 1"

SYSTEMS

ARMOR
3/4/4
4/4/3

NOTES
MUNITIONS:
Drones [D1:1]
FASCAM [d8 Static; Def 8; D7]
Smoke [D6]

SPIDERBLADE EW PV: 6Q

AP (F) [d8]

3/6/10/15

SYSTEMS
Command Package
Frequency Warfare Suite [R25]
Comm Disruptor

ARMOR
4/4/4
4/4/3

NOTES

CHAMELEON SCOUT PV: 107

Dual APT (T) [d8]

5/10/17/25

SYSTEMS
FSD
Scout EW/3 R15

ARMOR
4/5/4

NOTES

WOLFBITE SCOUT PV: 35

ATM [d8] [D7]
AP [FF] [d6]

8/16/28/40
3/6/10/15

SYSTEMS

ARMOR
4/4/4

NOTES

WOLFBITE OP PV: 37

AP [EF] [d8]

4/8/14/20

SYSTEMS
FSD

ARMOR
4/4/4

NOTES

HAMMERHEAD MBT PV: 177

AT Gauss (T) [d10]
AP (T) [d6]

8/16/28/40
4/8/14/20

SYSTEMS
CDS/5+
Coordinated Fire Control
Smoke Mortar/5+
Vulcan II

ARMOR
6/6/5
6/5/4

NOTES

HAMMERHEAD TD PV: 185

Dual AT Gauss (T) [d10]

8/16/28/40

SYSTEMS
CDS/5+
Coordinated Fire Control
Smoke Mortar/5+
Vulcan II

ARMOR
6/6/5
6/5/4

NOTES

EAGLEBANE FTR PV: 110

AA Gauss (FF) [d8]
AAM [d8] [D7]

6/12/21/30
8/16/28/40

SYSTEMS
Chaff Pods/4+
Stabilizers
Streamlined

ARMOR
5/5/5

NOTES

EAGLEBANE CS PV: 131

APT (FF) [d8]
MPM [d8] [D7]

6/12/21/30
8/16/28/40

SYSTEMS
Chaff Pods/4+
Stabilizers
Streamlined

ARMOR
5/5/5

NOTES

GECKO APC PV: 60

AP (FF) [d8]
ATM [d8] [D6]

4/8/14/20
8/16/28/40

SYSTEMS
Infantry Jacks
Transport Bay/2

ARMOR
4/3/3

NOTES

LIGHT INF SQUAD PV: 61

AP [d6]
MPM [d6] [2DEW]

4/8/14/20
6/12/21/30

ATTRIBUTES
Active Camouflage/1
Smoke Grenades/6

NOTES
PERSONNEL TARGET
2 Teams per Squad

HVY INF SQUAD PV: 97

AP [d8]
MPM [d8] [3DEW]
MPM [d8] [3DEW]

4/8/14/20
6/12/21/30
6/12/21/30

ATTRIBUTES
Active Camouflage/1
Close Combat Weapons
Power Armor
Smoke Grenades/6

NOTES
PERSONNEL TARGET
2 Teams per Squad

SPECIAL FORCES PV: 91

AP [d8]
MPM [d6] [2DEW]

4/8/14/20
6/12/21/30

ATTRIBUTES
Active Camouflage/1
Close Combat Weapons
Smoke Grenades/6
Tank Hunter
Urban Specialist

NOTES
PERSONNEL TARGET
2 Teams per Squad

TIGERCLAW SUPERHEAVY TANK PV: S60

SYSTEMS

Dual AT Gauss (T) [d12]	8/16/28/40
2x AP (LS/RS) [d8]	5/10/17/25
MPM [d8] [D2]	8/16/28/40

Aegis/R3
Command Pkg
Smoke Mtr/5+
Transport Bay/8

PRIMARY		SECONDARY	
1-2: 2ndary (roll)		1-5: Suppressed	
3-4: Mobility	0000 [3]	6: Smoke Mortar	
5-6: Wpnrs	0000 [1]	7: Aegis	
7-8: EW	0000 [3]	8: Command Package	
9: Crew	0000	9: Transport Bay (4)	
10: Critical (2d10)		10: Transport Bay (4)	

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