

[PBG] Progenitor Army, Future War

<u>Troops</u>	<u>Arm</u>	<u>Move</u>	<u>Attacks</u>	<u>Assault</u>	<u>Hits</u>	<u>Save</u>	<u>Cost</u>	<u>Limit</u>	<u>Notes</u>
CO (CV9)	Command	60 F	3/30	-	6	6	130	1	
HQ (CV8)	Command	40 F	2/30	-	4	6	60	2	
FAO (CV8)	Command	30 F	-	-	4	6	45	1 [3]	
FAC (CV8)	Command	30 F	-	-	4	6	45	1 [3]	
Rece Unit (Light Infantry)	Rece	10 F	2/30	3	4 L	5	95	2	#1
Rece Unit (Barracuda)	Rece	25 T	-	3	5	4	90	1	
Rece Unit (Spiderblade)	Rece	30 T	-	2	4	4	70	1	
Infantry Unit (Light Infantry)	Infantry	10 F	3/30	4	4 L	5	120	-	#2
Infantry Unit (Heavy Infantry)	Infantry	10 F	4/30	5	4 L	4	160	6	#3
IFV Unit (Gecko)	Armour	25 T	2/60*	4	4	4	75	6	#4
IFV Unit (Gecko)	Armour	25 T	2/60*	4	4	4	140	3	#5
Tank Unit (Spiderblade)	Armour	30 T	4/60H	2	4	4	170	9	#6 S1
Tank Unit (Barracuda)	Armour	25 T	4/60H	3	5	4	230	6	#7 S1
Tank Unit (Hammerhead)	Armour	20 T	4/100#	4	6	4	250	3	#8 S1
Tank Unit (Tigerclaw)	Armour	15 T	6/100#	4	6	4	400	1	#9 S1
SPAT Unit (Wolfbite)	Armour	30 W	4/100#	2	4	5	150	3	#10 S1
SPAT Unit (Spiderblade)	Armour	30 T	4/100#	2	4	4	190	3	#11 S1
SPAT Unit (Barracuda)	Armour	25 T	4/100#	3	5	4	210	3	#12 S1
SPAT Unit (Hammerhead)	Armour	20 T	6/100#	4	6	4	250	3	#13 S1
Air Defence Unit (Styx)	Artillery	-	4/100	-	6	4	75	1	
Air Defence Unit (Barracuda)	Artillery	25 T	4/100	3	5	4	115	1	
Air Defence Unit (Spiderblade)	Artillery	30 T	4/100	2	4	4	95	1	
Artillery Unit (Spiderblade)	Artillery	-	4	-	4	4	100	3 [9]	
Artillery Unit (Barracuda)	Artillery	-	4	-	5	4	120	3 [9]	
Aircraft Unit (Eaglebane)	Aircraft	-	4	-	3	4	120	1 [3]	#14
Gunship Unit (Shadowasp)	Aircraft	30 A	4/60H	2	4	4	180	1 [3]	#15
Transport Unit (Gecko)	Transport	25 T	2/60*	3	4	4	70	-	#16

Tactical Doctrine

- Normal tactical doctrine (20cm initiative distance)

Battlegroup Selection Rules

- Max two rece units per 1000 points
- Max three SPAT units per 1000 points
- Max one air defence unit per 1000 points
- Max three artillery units per 1000 points
- Max nine artillery units per battlegroup

Assets

- Preliminary Bombardment (Max 2 per artillery unit, 20 points each)
- Light Orbital Strike, 4 Attacks (Max 4 per battlegroup, 40 points each)
- Heavy Orbital Strike, 8 Attacks (Max 2 per battlegroup, 80 points each)
- Ambush (Max 2 per Battlegroup, 50 points each)

Note 1. Recce Unit (Light Infantry)

- Target Designator: Designate a visible enemy unit during the initiative phase as a target for auto-linked weapons fired during the command phase
- Stealth: Place in reserve pool as an action

Note 2. Infantry Unit (Light Infantry)

- Secondary Weapon System: 2/100H attacks against all relevant targets (Missile Launcher)
- Auto-Linked Weapons (Secondary weapon system): May fire at a designated target within range
- Stealth: Place in reserve pool as an action

Note 3. Infantry Unit (Heavy Infantry)

- Secondary Weapon System: 2/100H attacks against all relevant targets (Missile Launcher)
- Auto-Linked Weapons (Secondary weapon system): May fire at a designated target within range
- Elite: No command penalty for assaulting the enemy and deduct one die when rolling for suppression/fall-back
- Stubborn: Do not roll for fall-back and will not retreat in close assault

Note 4. IFV Unit (Gecko)

- Carrying capacity of 1 space

Note 5. IFV Unit (Gecko)

- Secondary Weapon System: 2/100# attacks against all relevant targets (Smart Missiles)
- Auto-Linked Weapons (Secondary weapon system): May fire at a designated target within range
- Carrying capacity of 1 space

Note 6. Tank Unit (Spiderblade)

- Secondary Weapon System: 2/100# attacks against all relevant targets (Smart Missiles)
- Auto-Linked Weapons (Secondary weapon system): May fire at a designated target within range

Note 7. Tank Unit (Barracuda)

- Secondary Weapon System: 2/100# attacks against all relevant targets (Smart Missiles)
- Hyper-Velocity Penetrator (Primary weapon system): The save value of the target unit is reduced by one
- Auto-Linked Weapons (Secondary weapon system): May fire at a designated target within range

Note 8. Tank Unit (Hammerhead)

- Secondary Weapon System: 4/60H attacks against all relevant targets
- Hyper-Velocity Penetrator (Primary weapon system): The save value of the target unit is reduced by one

Note 9. Tank Unit (Tigerclaw)

- Secondary Weapon System: 4/100# attacks against all relevant targets
- Hyper-Velocity Penetrator (Primary weapon system): The save value of the target unit is reduced by one
- Plasma Weapon (Primary weapon system): The nearest unit within 5cm must test for suppression/fall-back by rolling one die for each hit taken by the target unit and will be suppressed if any of the dice score 4+

Note 10. SPAT Unit (Wolfbite)

- Auto-Linked Weapons (Primary weapon system): May fire at a designated target within range

Note 11. SPAT Unit (Spiderblade)

- Secondary Weapon System: 2/60* attacks against all relevant targets
- Hyper-Velocity Penetrator (Primary weapon system): The save value of the target unit is reduced by one

Note 12. SPAT Unit (Barracuda)

- Secondary Weapon System: 2/60* attacks against all relevant targets
- Hyper-Velocity Penetrator (Primary weapon system): The save value of the target unit is reduced by one

Note 13. SPAT Unit (Hammerhead)

- Hyper-Velocity Penetrator (Primary weapon system): The save value of the target unit is reduced by one

Note 14. Aircraft Unit (Eaglebane)

- Secondary Weapon System: 2/100# attacks against all relevant targets (Smart Missiles)
- Auto-Linked Weapons (Secondary weapon system): May fire at a designated target within range

Note 15. Gunship Unit (Shadowasp)

- Secondary Weapon System: 2/100# attacks against all relevant targets (Smart Missiles)
- Auto-Linked Weapons (Secondary weapon system): May fire at a designated target within range
- Carrying capacity of 1 space

Note 16. Transport Unit (Gecko)

- Carrying capacity of 2 spaces