**Greenwood’s Archers**

**Infantry Squad**

- **Type:** Veteran; 4+ C/As’lt: 3
- **Move:** Infantry: 8cm
- **Defence:** 6, Light cov’ +1, Heavy +2
- **Weapons:** 2cm Assault Rifle; powerguns: Sh 2, FP 2/2.
- **Suppress:** remove suppression marker (UP TO 4) on 4+

**VARIANTS**

- **Close Support Group:** 1cm SMG powerguns: Sh 2, FP 1/1 (short/medium range only).
- **Grenade Launcher:** Sh 1, FP 3/1
- **Tank Hunters:** with 2cm Assault Rifle Powergun: 1 Sh, FP 2/2, & Buzzbomb: Sh 1, FP 1/6 (short range only)

**Centurion Mortar Carrier**

- **Type:** Veteran; 4+
- **Move:** Fast, Wheeled: 15cm
- **Defence:** F 9, S 8, R 7, T 6 (B9)
- **Weapons:** Double-barrel Heavy Mortar: Sh 2 shots, FP 3/4
- **Powergun:** 15cm Powergun: Sh 1, FP 2/6; 2cm Tribarrel powergun: Sh 3, FP 3/3 carries 2 TU of infantry

**VARIANTS**

- **None**

**Centurion 204 Attacker**

- **Type:** Veteran; 4+
- **Move:** Fast, Wheeled: 15cm
- **Defence:** F 9, S 8, R 8, T 7 (B9)
- **Weapons:** 15cm Powergun: Sh 1, FP 2/6; 2cm Tribarrel powergun: Sh 3, FP 3/3 carries 2 TU of infantry

**VARIANTS**

- **Command Attacker Tank Destroyer:** Replace main gun with 11cm Electrochemical cannon (as per 20cm powergun): Sh 1, FP 2/8, carries 2 TU of infantry

**Centurion 404 Mortar Carrier**

- **Type:** Veteran; 4+
- **Move:** Fast, Wheeled: 15cm
- **Defence:** F 9, S 8, R 7, T 6 (B9)
- **Weapons:** 15cm Powergun: Sh 1, FP 2/6; 2cm Tribarrel powergun: Sh 3, FP 3/3 carries 2 TU of infantry

**VARIANTS**

- **Command Vehicle:** As per attacker but carries NO Infantry.

**Points Costs**

- Attacker 204: 305pts; Attacker 404 (up-armoured): 330pts
- Attacker 404 Tank Destroyer: 370pts; Command 204: 305pts
- Mortar carrier (on table): 240pts; Calliope: 300pts
- 404 transporter: 175pts; 400 Utility: 150pts
- Infantry: 25pts; close support and tank hunter infantry: 35pts

Up to 1 additional sergeant could be purchased at 10pts.

**Unit Elite Skills**

- Enhanced Data Link (S4) Any TU can passively act as a forward observer for both ATGWs and Artillery. (100pts per detachment)

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**Ranks**

**Colonel LV10**

LPs is 2d6 + 10

**Command Material: Blitzkrieg**

**Captain LV6**

LPs is 2d6 + 4

**Lieutenant LV4**

LPs is 2d6 + 6

**Sergeant LV2**

LPs is 2d6 + 2

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**Detachments**

Each Detachment is 10 TUs. At least five of the TUs must be vehicles and all infantry (if any are present) start the game in vehicles.

**Heavy Armoured Detachment:** 2 404 Attackers; 3 404 Attackers Tank Destroyers; 1 204 Command Attacker; 4 TUs of infantry (2 TUs of tank hunters and 2 TUs of close support). **Total: 2315pts.** Or…

**Armoured Grenadier Detachment:** 2 204 Attackers; 1 204 Command Attacker; 1 calliope; 6 TUs of infantry (3 TUs of tank hunters and 3 TUs of close support). **Total: 1525pts.** Or…

**Infantry Support Detachment:** 1 mortar carrier (on table) with 1 TU of close support infantry; 1 large transporter with 4 TUs of regular infantry; 1 light transport with 2 TUs of tank hunter infantry. **Total: 870pts.**

Add a Lt. to any of these detachments at 20pts.

Treat this force - whatever option is selected - as a SINGLE detachment during play. Build a bigger force with a second detachment and a Captain (40pts) or third with Colonel Maurice Greenwood (240pts).

**Elite Skills for Colonel Greenwood**

**Command Material:** When rolling for LP, roll 3d6 and pick the best two dice.

**Blitzkrieg:** Leader rolls extra 1d6 of movement LPs ONLY.

Not carried over into a LP pool.

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**Units**

- Centurion 204 Mortar Carrier
- Centurion 404 Attacker
- Centurion 404 Transport
- Greenwood’s Archers
- Centurion C400 Utility