

Greenwood's Archers



15MM

Infantry Squad

Type	Veteran: 4+ C/As't: 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 204 Attacker

Type	Veteran: 4+
Move	Fast, Wheeled: 15cm
Defence	F 9, S 8, R 8, T 7 (B9) (-2BB)
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.



Centurion 204 Attacker

Centurion 404 Transport

Type	Veteran: 4+
Move	Fast, Wheeled: 15cm
Defence	F 8, S 7, R 7, T 6 (B9)
Weapons	1 x 2cm Tribarrel powergun: Sh 3, FP 3/3 Carries up to 5TUs of Infantry

VARIANTS

Callope: 8 x 3cm Powergun: Sh 8, FP 3/4. Carries 2 TU of infantry

Centuion C400 Utility: as per Centurion 404 but only carries 2TUs of infantry



Centurion 404 Transport

RANKS

Colonel LV10

LPs is 2d6 + 10
Command Material
Blitzkrieg

Captain LV6

LPs is 2d6 + 6

Lieutenant LV4

LPs is 2d6 + 4

Sergeant LV2

LPs is 2d6 + 2

Centurion Mortar Carrier

Type	Veteran: 4+
Move	Fast, Wheeled: 15cm
Defence	F 8, S 7, R 7, T 6 (B9)
Weapons	Double-barrel Heavy Mortar: Sh 2 shots, FP 5/4 No Short or Med. 2cm Tribarrel powergun: Sh 3, FP 3/3 Carries 2 TU of Infantry.

VARIANTS

None



Centurion 204 Mortar Carrier

Centurion 404 Attacker

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

VARIANTS

Centurion 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 Attacker

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.



Centurion C400 Utility

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)