

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)



Legion 204 'Optio' Attacker

Type	Veteran: 4+
Move	Fast, Wheeled: 15cm
Defence	F 7, S 6, R 6, T 6
Weapons	15cm Powergun: Sh 1, FP 2/6 ; 2cm tribarrel powergun: Sh 3, FP 3/3 carries 1 TU of infantry. ▲

VARIANTS

Up Armoured: with add on armour pack making **DV F 9, S 8, R 7, T 7** **▲**
Command Vehicle: 2cm Tribarrel powergun: **Sh 3, FP 3/3** but carries 1 TU of Infantry. **▲**
Mortar Carrier: Double-barrel Heavy Mortar: **Sh 2** shots, **FP 5/4**
No Short or Med. 2cm Tribarrel powergun: **Sh 3, FP 3/3** but carries 1 TU of Infantry. **▲**



Legion 204 Optio Attacker UA

Legion 404 Transport

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

VARIANTS

Callope: 8 x 3cm Powergun: **Sh 8, FP 3/4.** **▲**
Legion 400 Primus Light Truck/Jeep: as per Legion 404 but only carries **1TU** of infantry



Legion 800 Centurion Transport

RANKS

Colonel LV10
LPs is 2d6 + 10

Captain LV6
LPs is 2d6 + 6

Lieutenant LV4
LPs is 2d6 + 4

Sergeant LV2
LPs is 2d6 + 2

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.

Armoured Grenadier Detachment: 2 Attackers; 2 heavy Attackers; 1 command vehicle; 5 TUs of infantry (3 TUs of tank hunters and 2 TUs of close support). **Total: 1425pts.** Or...

Infantry Support Detachment: 1 mortar carrier (on table) with 1 TU of close support infantry; 1 calliope; 1 large transporter with 4 TUs of regular infantry; 1 light transport with 1 TU of tank hunter infantry. Total: 945pts.

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 (by repeating one of the detachments above) with Colonel Maurice Greenwood (150pts).



Legion 204 Optio Attacker



Legion 400 Primus Light Transport

POINTS COSTS

Attacker: **275pts**; Heavy Attacker (up-armoured): **300pts**;
 Command: **100pts**; Mortar carrier (on table): **225pts**;
 Calliope: **250pts**; transporter: **175pts**; light transporter/jeep: **125pts**.
 Infantry: **25pts**; close support and tank hunter infantry: **35pts**.

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