

# Greenwood's Archers



28MM

## Infantry Squad

Type	Veteran: <b>4+</b> C/As't: <b>3</b>
Move	Infantry: <b>15cm</b>
Defence	<b>6</b> , Light cov' <b>+1</b> , Heavy <b>+2</b>
Weapons	2cm Assault Rifle powerguns: <b>Sh 2, FP 2/2</b> .
Suppress	remove suppression marker (UP TO <b>4</b> ) on <b>4+</b>

### 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: <b>4+</b>
Move	Fast, Wheeled: <b>30cm</b>
Defence	<b>F 7, S 6, R 6, T 6</b>
Weapons	15cm Powergun: <b>Sh 1, FP 2/6</b> ; 2cm tribarrel powergun: <b>Sh 3, FP 3/3</b> carries 1 TU of infantry. <b>▲</b>

### 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: <b>4+</b>
Move	Fast, Wheeled: <b>30cm</b>
Defence	<b>F 7, S 6, R 6, T 6</b>
Weapons	1 x 2cm Tribarrel powergun: <b>Sh 3, FP 3/3</b> Carries up to <b>4TUs</b> of Infantry <b>▲</b>

### 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**.