

# Greenwood's Archers - post 334



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+1/1 (short/medium range only). & Grenade Launcher: Sh 1, FP 3/1  
**Tank Hunters:** with 2cm Assault Rifle Powergun: 1 Sh, FP 2/2. & Advanced Buzzbombs: Sh 1, FP 1/7 (Maximum range: Medium)



## AN-City Attacker II

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. 1 'Manta' Light ATGW: Sh 1, FP 0/5. No Short range

### VARIANTS

**Command Vehicle:** Rapid Fire 3cm powergun: Sh 2, FP 3/4 but carries 1 TU of Infantry.  
**Mortar Carrier:** Rapid fire Heavy Mortar: Sh 2 shots, FP 5/4  
 No Short or Med. Rapid Fire 3cm powergun: Sh 2, FP 3/4 but carries 1 TU of Infantry.



AN-City Attacker II

## Claymore 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

**Calliope:** 8 x 3cm Powergun: Sh 8, FP 3/4.



AN-City Attacker II Command



Claymore Calliope Variant

## 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

## AN-City Attacker II UA

Type	Veteran: 4+
Move	Fast, Wheeled: 15cm
Defence	F 9, S 8, R 7, T 7
Weapons	15cm Powergun: Sh 1, FP 2/6; 2cm tribarrel powergun: Sh 3, FP 3/3, carries 1 TU of infantry. 1 'Manta' Light ATGW: Sh 1, FP 0/5. No Short range

### VARIANTS

None



AN-City Attacker II UA

## Dirk Light 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 1TUs of Infantry

### VARIANTS

None



GZ Industries Dirk Light Transport



AN-City Attacker II Mortar Variant

## 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: 1560pts.** 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: 950pts.**

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

This represents the Greenwood's Archers post 334TW after they upgraded vehicles following supply problems. The newer vehicles have additional missile capabilities and the infantry received longer range buzzbombs. In addition, the 'logistics tail' - for the vehicles in particular - was better.

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).



## POINTS COSTS

Attacker II: 305pts; Attacker II UA (up-armoured): 330pts; Command: 100pts; Mortar carrier (on table): 225pts; Calliope: 250pts; transporter: 175pts; light transporter/jeep: 125pts. Infantry: 25pts; close support and tank hunter infantry: 40pts.

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