Greenwood’s Archers - post 334

Infantry Squad

**Type**: Veteran; 4+
**Move**: Infantry: 8cm
**Defence**: 6, Light cov’ +1, Heavy +2
**Weapons**: 2cm Assault Rifle
powerguns: Sh 2, FP 2/2.

Claymore Transport

**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

- 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
- Mortar: 8 x 3cm Powergun

GZ Industries 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

VARIANTS

- None

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.

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

AN-City Attacker II Command

- 8 x 3cm Powergun: Sh 8, FP 3/4

Claymore Calliope Variant

**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 4 TUs of Infantry

VARIANTS

- None

AN-City Attacker II UA

**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

- None

Points Costs

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

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

Ranks

- Colonel LV10
- Captain LV6
- Lieutenant LV4
- Sergeant LV2

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).