

LONGBOW HOWITZER

- EXPERIMENTAL RULES 1.0



The Longbow is a one-man crewed, multi-role artillery unit, built around a rotating self-loading ammunition chamber, in much the same manner as a revolver of old Earth. On the Longbow, this can be rotated to select one of three different rounds; armour penetrating (anti-tank), high explosive blast (anti-light vehicle/ structure) and Smart Smoke.

Smart Smoke can be dispersed over friendly units to screen them from enemy fire or can be used offensively to disrupt enemy fire. It's a particularly innovative creation from the UCM experimental Sci-Tech labs, as it carries an exothermic component to skew thermal imaging.

The round also delivers micro-drones, which facilitate

the instant breakdown of the smoke on command, allowing friendly shielded units to open fire with a clear view when needed.

The Longbow is designed to be carried into the fray by the Raven-B Light Dropship, giving UCM commanders the flexibility and speed needed to deploy and re-deploy at speed. It is surprisingly large (slightly larger than a Sabre MBT) for a Raven-B portable unit, a fact which can be explained by its relatively low combat weight and modest armour protection.

LONGBOW HOWITZER	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
	7	0"	A	1	30	VEHICLE	SUPPORT	1-4 STANDARD	N/A

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
ARMOUR PIERCING	10	1	2+	∞	24"	0"	F	ALT-1, IF
FRAGMENTATION	B	1	2+	∞	24"	0"	F	ALT-1, IF, AREA-M
SMART SMOKE	N/A	1	2+	∞	24"	0"	F/S/R	ALT-1, IF, SMOKE*

Transport: 1x Raven-B Light Dropship (1 unit only). A Raven-B Light Dropship is compulsory transport option per Longbow. The Raven-B Light Dropship may be upgraded with missile pods for +0pts.

*** Special rule - Smart Smoke:** *This ability counts as a weapon shot and follows all the normal rules for weapons. This weapon may also be fired against friendly Units (in other Squads), in which case the R(F) value may be used against friendly Units with Active Countermeasures.*

A successful hit affects the entire Squad to which the targeted Unit belongs. Weapons fired by Units in this Squad suffer a +1Ac modifier. Weapons fired against Units in this Squad suffer a +1 Ac modifier. This effect is cumulative up to a maximum of +2 and normally remains in effect until the Longbow's squad is next activated. If every Longbow in the squad is destroyed then the effect is removed instantly. The effect may be removed prematurely from any targeted friendly Units at any time during their activation.