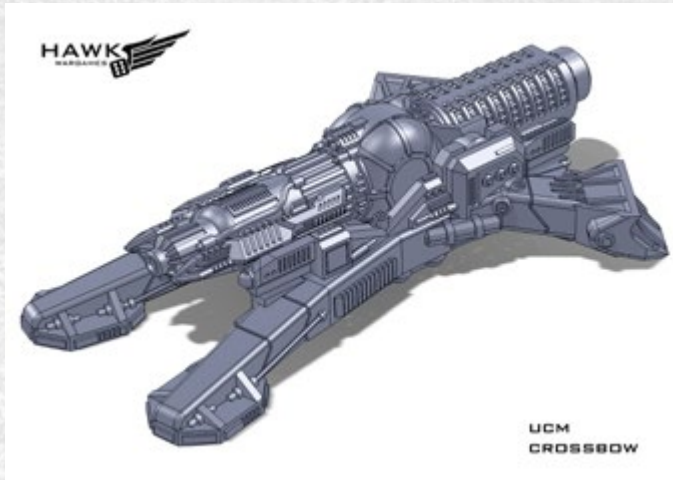


CROSSBOW

- EXPERIMENTAL RULES 1.0



Like its sister unit the Longbow, the Crossbow was designed as a light artillery piece – ready to be deployed at a moment’s notice to support armoured attacks and insertions. However the Crossbow has a much more specific focus, and is used for direct support and interdiction. Armed with a high powered laser (similar to that of the Scimitar Heavy Tank), it is most often used for flanking anti-armour support.

Delivered into place by nimble Raven dropships, it can easily fire and manoeuvre, taking its cue from the light skirmish infantry of ancient Earth. Positioned as a sniping support unit, it burns enemy units out of hiding in a way that the more lumbering Scimitar cannot.

| CROSSBOW | A | MV | CM | DP | PTS | TYPE | CATEGORY | S+C | SPECIAL |
|----------|---|----|----|----|-----|---------|----------|--------------|---------|
| | 7 | 0" | A | 1 | 20 | VEHICLE | SUPPORT | 1-4 STANDARD | N/A |

| WEAPONS | E | SH | AC | R(F) | R(C) | MF | ARC | SPECIAL |
|-----------------|----|----|----|------|------|----|-----|----------------------|
| SHARPSHOT LASER | 10 | 1 | 2+ | ∞ | ∞ | 0" | F | THE MARKSMAN’S TOUCH |

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

***Special Rule - The Marksman’s Touch:** This weapon’s extreme accuracy allows the targeting of essential systems and chinks in armour. If a roll of 6 is achieved when rolling to hit, 2 Dp are automatically inflicted, in place of rolling to inflict damage. A Passive Countermeasures roll may still be taken before this damage is inflicted.