



Weapons D6 / Compound Bow

Compound Bow

The Compound was an advancement in the days when bows were still the best weapon around. Compound bows are lighter and easier to carry and can actually fire farther than the old short bows of the time. A strong Bowman can fire one of these bows up to nearly 100 meters, giving the weapon a good range for weapons of its time.

Model: Typical Compound Bow

Type: Compound Bow

Scale: Character

Skill: Bows: Compound Bow

Cost: 650

Availability: 2

Fire Rate: 1*

Range: 10-30/31-50/51-70

Damage: STR+2D (Max: 6D)

Game Notes: If the character's Bows skill is at 6D or higher the Fire Rate is increased by 1.

Page designed in Notepad, Logo's done in Personal Paint on the Commodore Amiga

All text and stats by Dave Maloney, HTML and logos done by FreddyB

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).