

Compound Bow

[HERC DATASET ENTRY: COMPOUND BOW]

Damage	Attacks Per Second	DPS	Range	Accuracy	Ammo Cost	Knockback
150 - 180	4	? DPS	18	?%	5	5%
Reload Speed	Fire Mode	Magazine Size	Minimum effective range	Noise	Move Speed Penalty	Other Effects
1.25 seconds	Single-Shot	1		1		

How to Obtain:

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Crafting:

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Recycling products:

- Bolt Assembly x 1
- Pipe x 1
- Heavy Fabric x Variable (dependent on the item's Level and attachments/conditions)
- Machined Parts x Variable (dependent on the item's Level and attachments/conditions)
- Treated Wood x Variable (dependent on the item's Level and attachments/conditions)

Overview:

PROS:

- Very Low Ammo Cost
- High Damage
- Good Effective Range
- Accurate
- Reloads Quickly
- Very Quiet

CONS:

- Single-shot
- Low Knockback

TACTICS:

The compound bow has respectable range, high damage per shot and produces very little noise when fired, making it a useful weapon for survivors short on ammunition. However, its single-shot nature necessitates a reload after every shot, causing a relatively low damage per second. Support from other survivors is recommended.

Recommended gear:

- Glasses to beef up its already high effective range.
- Vests to increase the wearer's health, with some variants increasing reload speed as well.

BACKGROUND:

The modern compound bow utilizes a series of pulleys and cables in its limbs, allowing it to store more energy than traditional bows and impart larger force onto the arrow. While modern firearms are still superior in terms of raw firepower, the bow may nonetheless be useful in situations where ammunition is scarce or stealth needs to be maintained. Found in select sporting goods stores or the households of archery enthusiasts.

Variations:

SUPPRESSED	SCOPED	SUPPRESSED + SCOPED
<u>Obtained By:</u> Looting or Crafting (with Recoilless) <u>Guaranteed stat:</u> -80% Noise -10% Damage -20% Enemy suppression	<u>Obtained By:</u> Looting <u>Guaranteed stat:</u> +15% Range +3% Accuracy	<u>Obtained By:</u> Looting <u>Guaranteed stat:</u> -80% Noise -10% Damage -20% Enemy suppression +15% Range +3% Accuracy

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