

Hunting Crossbow

[HERC DATASET ENTRY: HUNTING CROSSBOW]

Damage	Attacks Per Second	DPS	Range	Accuracy	Ammo Cost	Knockback
95 - 114	4	30.5 DPS	16	80%	21	10%
Reload Speed	Fire Mode	Magazine Size	Minimum effective range	Noise	Move Speed Penalty	Other Effects
2 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:

- High Damage
- Quiet
- Low Ammo Cost

CONS:

- Single-Shot
- Slow Reload Time (*slowest of all bows*)

TACTICS:

The higher-leveled brother of the standard crossbow, it deals more damage per shot but is otherwise quite similar in its properties, such as its single-shot nature and quietness. As such, the tactics that apply to the crossbow also apply to this weapon.

Recommended gear:

- Glasses to improve its effective range, allowing survivors to pick off zombies from a longer distance.
- Vests to increase the wearer's health, with some variants increasing reload speed as well.

BACKGROUND:

Despite the superior range and stopping power of rifles, crossbows are nonetheless used by some, whether it's due to strict gun control laws, bow-specific hunting seasons, or simply a personal desire to live in a pre-gun era. In any case, their owners found them very useful in the apocalypse, whether in their original use, or taking down a very different prey. Sold in select hunting, sporting or camping goods stores.

Variations:

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