

Bows and arrows:

Bows:

Hunting bow	
Costs:	150 \$
Weight:	3 pounds
Maximal Range:	$35 + ST * 2$
Range division:	First half of maximal range: 2 D6 + 2 Second half of maximal range: 3 D6
Damage:	2 D3 + 2
AP-Costs:	4
Description:	A hunting bow, as many wild tribes use it, especially in the forests. Rather big and made from wood and brahmin tendons, it does a lot of damage against geckos.

Small bow	
Costs:	100 \$
Weight:	2 pounds
Range:	$ST * 3 + EN + AG + 10$
Damage:	First half of maximal range: 2 D 6 Second half of maximal range: 3 D3 - 1
AP-Costs:	4
Description:	Smaller than the hunting bow, many wild tribes use this kind of bow to train their children.

Metal Bow	
Costs:	250 \$
Weight:	4 pounds
Range:	$ST * 3 + EN + AG + 20$
Damage:	First half of maximal range: 2 D6 + 4 Second half of maximal range: 2 D6 + 1
AP-Costs:	4
Description:	Another hunting bow. Often bought by smart traders that trade it to wild tribes – for a favorable exchange rate – against Gecko skins.

RobCo Corp Super Bow	
Costs:	1000 \$
Weight:	6 pounds
Range:	ST * 3 + EN + AG + 25
Damage:	First half of maximal range: 3 D6 + 5 Second half of maximal range: 2 D3 + 5
AP-Costs:	4
Description:	A very rare bow from before the Great War. Made by RobCo for enthusiasts, with all the bells and whistles that can be added to a bow to increase range and penetration power (complex winches, sights...)

Survival Bow	
Costs:	700 \$
Weight:	2 pounds
Range:	ST * 3 + EN + AG + 15
Damage:	First half of maximal range: 4 D3 Second half of maximal range: 3 D3 +1
AP-Costs:	4
Description:	The cheaper version of the RobCo Corp Super Bow. This bow has a not as powerful winch and no sights – but it's still better than everything that one get's from cheap metal or the often puny wood of the wasteland.