

Weapons D6 / Concussion bow

Name: Concussion bow
Scale: Character
Skill: Firearms
Ammo: 5
Availability: 3, X
Fire Rate: 1
Range: 2-24/70/180
Damage: 4D



Description: A concussion bow was a type of gun used by the Ysanna.

A concussion bow was a projectile weapon that used a small concussion charge to propel a small, arrow-like slug at a target. The stock of the weapon was rifle-shaped, and for all intents and purposes functioned as a rifle.

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