



## Weapons D6 / SurvivaTec Snipe-Shot

### Snipe-Shot Compound Longbow

One of the most simple weapons still available in the galaxy today is the basic bow and arrow. Being neglected and overall being hated by snipers, assassins, and bounty hunters, the SurvivaTec Snipe-Shot compound bow is a renewal bow for persons who want a horrific weapon (if used properly) with no sound at all.

A very simple design, the Snipe-Shot offers the user a weapon that is fairly easy to use and is completely silent. The nice thing about the Snipe-Shot is its ability for use of ethier broadheads, target points, or the new explosive-tipped arrow, perfect for concealing assassinations involving use of the weapon. The only drawback to this perfect assassination weapon is its very limited ammo capacity and small range area, but areas that good assassins should be able to work with.

The weapon was even used by Boba Fett, galaxy feared and respected bounty hunter, when his quarry was the infamous Devorian murderer, the Butcher of Montellian Serat. Using this weapon to hit him in the back, Fett was able to keep the Devorian alive but still incapacitating him for transport to his "rightful owners," his family on Devoran.

Model: SurvivaTec "Snipe-Shot" Compound Longbow

Type: Long-range sniping compound bow

Scale: Character

Skill: Bows: longbow

Ammo: 1

Cost: 345 credits (arrows: 10 credits each)

Availability: 2, R

Fire Rate: 1

Range: 2-8/25/65

Damage: Broadheads: 4D+1 (Victim must make a Difficult Stamina check every round or suffer an addition 3D damage from massive bleeding)

Target Point: 2D+1

Explosive Tipped: 5D damage over a 3 meter blast radius.

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