

Energy Bolt Descriptions

The [Energy Bow](#)'s four different bolts, the bolts are shaped like spears with slight differences between the three to showcase the difference in what is being fired. The bolts are kept together by a containment field that has a variable setting, depending on the type of bolt being fired. The bolts are made out of plasma, which is converted from the power provided by the energy crystals.

In order to select which bolt is fired, the soldier must make that selection either by selecting it as an option on the bow's control panel itself, or by using his head's up display to select it from there. Each bolt has a specific purpose, but each one is a different color to help further set it apart. AP Bolts are Red, HE are orange, and AA are yellow. Training bolts are white.

All energy leave a color coded 'wake' in their path, which has the risk of giving off the location of whomever fired the bolt.

Training Energy Bolt

Training Bolts are intended for training exercises, they have the look and appearance of regular spears like bolts with a bright white tip. Training bolts are white and leave behind a harmless white charry mark on a person when they hit, the energy used in this bolt is just enough to get it's effective range, but low enough not to harm someone. However, this is only at range's beyond two meters, a training bolt fired at less than two meters has enough power to kill.

DR: ADR 0

Effective Range 1.7 kilometers Maximum Range: 2.4 kilometers Rate of Fire: Uses the least amount of power, so can be fired almost indefinitely

Anti-Personnel Energy Bolt

Anti-Personnel Energy Bolts are meant to be used against people whom are either unarmored or lightly armored up. These bolts are an angry red with a rear narrowed tip.

DR: Tier 4, Light Anti-Armor


Effective Range 1.4 kilometers Maximum Range: 2.7 kilometers Rate of Fire: Depends on user, but averages out to ten to fifteen shots per minute or up to twenty five if a high energy crystal is used.

High Explosive Energy Bolt

High Explosive Energy bolts are intended for use against large groups of enemies. They are similiar to artillery in that it's best used when fired at groups of enemies. They have a bulging tip that has the majority of the energy encased inside, when this energy hits an object, or when the containment field

collapses, it explodes in a violent fashion that effects everything within a ten foot radius.

HE Rounds are a pulsating orange, with the pulsation gets faster the longer the bolt goes without hitting an object. Unlike the other bolts, this one can potentially explode while in flight if it hits anything that gets in its path.


DR: Tier 5 or Tier 6, Medium Anti-Armor or Heavy Anti-Armor ( : Staff needs to determine which)

Effective Range 2.2 kilometers Maximum Range: 2.9 kilometers Rate of Fire: Due to the amount of power that is needed to create an HE bolt, it can only be fired twice a minute or four times minutes if a high energy crystal is used.

Anti-Armor Energy Bolt

Anti-Armor Bolts are designed to be used against armored targets, including tanks or armored personnel. The bolts are shaped like a very sharp spear with a two 'stage' energy reaction within. The first stage is used to punch through a targets armor, while the second stage causes the remainder of the bolt to explode 'inside' of a target.

AA rounds are yellow.

DR: Tier 7 or Tier 8, Light Anti-Mecha or Medium Anti-Mecha ( : Staff needs to determine which)

Effective Range 2.7 kilometers Maximum Range: 2.8 kilometers Rate of Fire: Can be fired once every minute, or twice every minute if a high energy crystal is used

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