

Weapon Loading Times

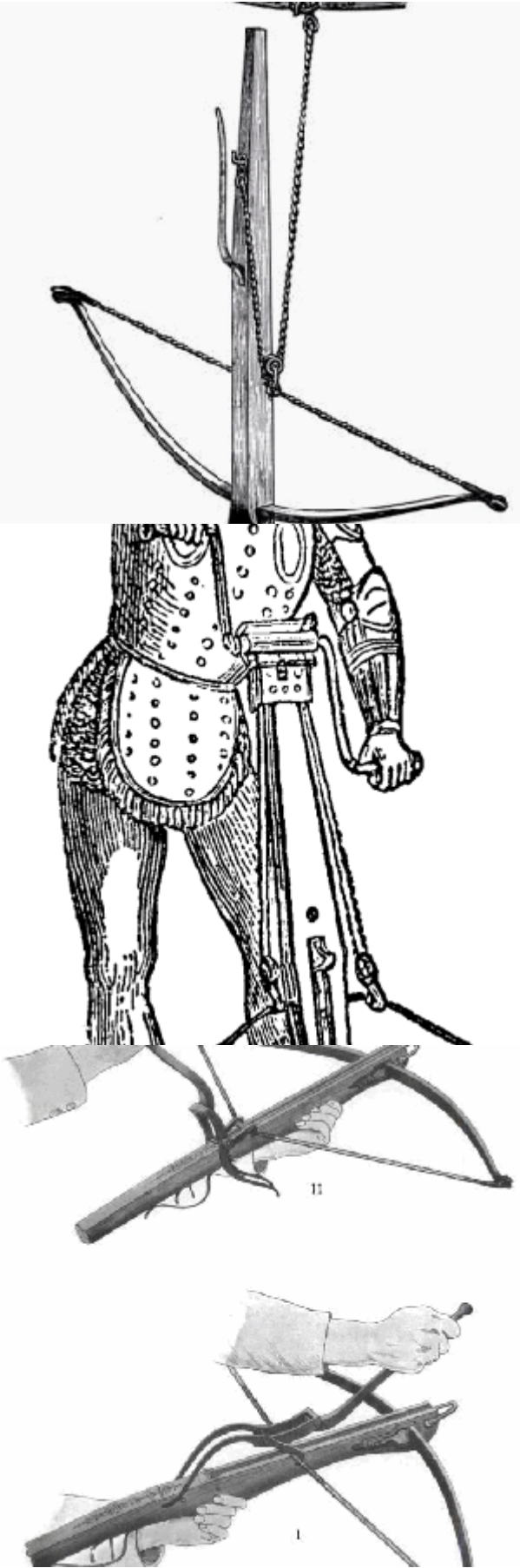
Missile Weapons

Bow

- **Easy to pull** (either low poundage or high strength) —In general an average of 19 per minute
 - Arrows in ground: 9
 - Accessible quiver: 10
 - Difficult quiver: 14
- **Average to pull**—In general an average of 12 per minute
 - Arrows in ground: 17
 - Accessible quiver: 18
 - Difficult quiver: 22
- **Hard to pull**—In general an average of 8 per minute
 - Arrows in ground: 27
 - Accessible quiver: 28
 - Difficult quiver: 32

Crossbow

- **STIRRUP**—Only for light crossbows—In general an average of 5 per minute
 - Accessible quiver: 44
 - Difficult quiver: 48
- **CORD AND PULLEY**—Only for light crossbows (provides 2:1 mechanical strength)—In general an average of 3 per minute
 - Accessible quiver: 76
 - Difficult quiver: 80
- **BENDING LEVER** or **GOAT'S FOOT** loading mechanism—Only for light or medium crossbows (provides 5:1 mechanical strength)—In general an average of 2 per minute
 - Accessible quiver: 116
 - Difficult quiver: 120
- **CRANEQUIN** —medium or heavy crossbows (provides 145:1 mechanical strength)—In general an average of 1 per minute
 - Accessible quiver: 236
 - Difficult quiver: 240





- [cord.gif](#)
- [cranequin.png](#)
- [goatsfoot.gif](#)
- [stirrup.gif](#)

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