

# Shortbow Class Guide (Latest Patch)

## Playstyle Summary

The **Shortbow** in *Conqueror's Blade* is a nimble ranged Hero class which shines in close-to-mid range combat. It trades the Longbow's raw power for **higher attack speed, mobility, and damage over time**. Shortbow heroes excel at killing enemy heroes.

Shortbow damage output per shot is lower than heavier weapons, but its **rate of fire and burst combos** compensate it. It's less effective at extreme range (accuracy and damage drop off), so you'll operate in the **8–15 meter range** for maximum impact. Overall, the Shortbow's playstyle is about **hit-and-run tactics** – peppering enemies with arrows, applying DOTs and just be annoying for every enemy.

## Core Playstyle Highlights

**Mobile Skirmishing:** Exceptional agility with multiple dodge rolls and movement skills lets you **kite heavier enemies** easily

**Sustained DPS & DoT:** Fast firing **normal attacks and poison DoT** allow you to **chip away at enemy health over time**. Despite lower base damage, Shortbow has **potent burst combos**. By stacking debuffs then unleashing an ultimate volley, you can **delete vulnerable heroes** in seconds

**Crowd-Control & Utility:** The Shortbow kit comes with **multiple crowd-control tools** – including a stun, a snare/knockdown, and even dismounting capability – plus an armor debuff.

**Glass Cannon Tendencies:** You wear light armor and have limited health/armor, so **situational awareness is critical**.

# Recommended Skill Rotation (Poke, Burst, Reposition)

Shortbow's combat flow typically goes in **cycles of poking, bursting, and repositioning**.

## Here's a reliable all-purpose rotation:

**Poke & Pressure**: Start engagements by **harassing from mid distance**. Open with a **Poison Arrow** or a few normal shots to test the enemy. Poison Arrow is great early – the DoT ensures the enemy's health is ticking down. This constant poke not only chips away HP but often baits the enemy into making a move (using their dodge, block, or trying to rush you).

**Debuff & Burst**: Once the enemy is coming close, rushing towards you **unleash your burst**.

Common combo: **Autohits -> Poison Arrow -> Bola / Stunshot -> Angry Hornet**

\*\*If the enemy is not close up to you, don't use angry hornet as it has a wide split area

**Reposition & Disengage**: Whether the burst got a kill or not, don't linger in the same spot. Right after your offensive, **reposition to avoid counterattacks**.

**Repeat as Needed**: Shortbow thrives on this **rinse-and-repeat** tactic. There's no lengthy cooldown that halts your pressure (most skills recharge quickly). So poke again, look for your next opening (maybe your ultimate will be back up soon, or you still have other skills ready), then burst and reposition.

# Recommended Gear, Runes, and Attribute Distribution

## Weapon:

Use the highest tier Shortbow you can obtain, prioritizing one with strong **Piercing Damage** and **Piercing Armor Penetration** stats. Bonus starts are Agility / Strength or Crit Damage Value | Not much to explain xD

## Armor:

Always wear **Light Armor** (the only option for Shortbow) and look for pieces that enhance your Damage. Key stats on armor to look for: **Piercing Damage**, **Piercing Armor Penetration**, **Critical (DMG) Value** (for higher crit rate /- DMG), and **Leadership** (to bring more units – useful in all builds). You can also focus on HEALTH but...

But overall, lean toward a **damage-focused gear setup** – maximize what Shortbow does best (damage and mobility) rather than trying to shore up its weakness (you can't make the shortbow tanky, so better to kill faster and avoid being hit).



**Attribute Distribution:** The latest balance has made enemy armor quite high, so Shortbow players adjust their attribute points to compensate. The consensus for a versatile build is to **split between Agility and Strength**



# Pro Tips for Effective Shortbow Gameplay

**Aim for Headshots:** Shortbow can deal **critical headshot damage** – practice aiming at upper torsos and heads, especially against stationary or unaware targets

**Maintain Optimal Range:** Shortbow is strongest at **close-to-mid range**. Try to fight around that ~5–10 meter sweet spot. Inside ~5m, you risk getting melee'd; beyond ~10–15m, your damage/accuracy fall off.

**Use Corners and Cover:** You don't have a shield, but you can use the environment. Peek out from behind walls, siege engines, or rocks to fire, then **duck back into cover** if enemy is focusing you. Pop out, take a few shots, then move.

**Prioritize Targets Wisely:**

- **low-armor heroes** (like enemy musket, longbow, dual blades)
- finish off wounded heroes

**Control the Battlefield:** Don't only think of yourself as **DPS** – remember your **utility** | Shortbow's **CC** is a team asset!!!!

**Keep Moving & Reloading:** Develop a rhythm of **shoot** → **move** → **shoot** → **move** | kite them!!!

## TL;DR Summary

**Agile mid-range archer** with high mobility and rapid-fire attacks. You dart around the battlefield, **harassing enemies with arrows and avoiding direct fights**.

**Playstyle**: Kite and poke enemies with fast shots and **poison DoT**, then deliver a **burst of damage** with debuff + ultimate to finish off targets, before quickly repositioning

**Strengths**: Very **mobile and hard to catch**, can **out-kite most foes**. Deals **continuous damage** and excels at **picking off wounded or vulnerable enemies**. Offers valuable **crowd-control (stuns/knockdowns)**

**Weaknesses**: **Fragile** – cannot survive direct focus or melee range. Damage per shot is modest, requiring you to land many hits (less bursty than some classes, aside from ult). Short effective range means you fight closer to danger. Requires good aim and gamesense to fully utilize.