

OVERCHARGE

This weapon has variable setting that can be adjusted to generate higher levels of damage. By spending a Story Point, a character can double the range or increase the damage by 4 levels. In the case of Lethal weapons, the damage value for penetrating armour is increased to 12, and the weapon gains Armour Penetration if it does not already have it. Stun weapons are -2 to resist.

[spaceship weapon](#)

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