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Small Mistakes are for Small Thinkers



Name	Cost	Effects
Overbore	+2	Overpowered for its size, this weapon gains 1d6 damage. However due to insufficient user shielding, it also deals 1d6 damage to the user every time it is fired.



Name	Cost	Effects
Hubristic	+3	Terrifyingly overpowered for its size, this weapon gains 2d6 damage. However due to grossly insufficient user shielding, it also deals 2d6 damage to the user every time it is fired.

1. *Bystanders are affected by the splash damage at the Game Chief's discretion, depending on the weapon and situation.*
2. *Armor protects the user from this damage as normal.*
3. *Leaked damage is never hull damage, even if the base weapon has a quality that lets it do hull damage.*
4. *A weapon may have both qualities.*