

ARMOUR-PIERCING

Some gadgets (e.g. any weapon) may need to punch through armour in order to be effective. This trait helps reduce or eliminate the effects of armour. Some gadgets with this trait have a restriction that limits this use to particular circumstances. For example, a laser-based weapon may not pierce through reflective armour.

Effect

As a Minor Good Trait, the Gadget ignores 5 points of armour when its ammunition strikes a target.

As a Major Good Trait, the Gadget ignores 10 points of armour.

As a special trait the Gadget ignores an additional 5 points for every 2 points spent.

[good](#), [minor](#), [major](#), [special](#), [gadgets](#)

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