

# DOUBLE CHARGE

ADD A POSITIVE DRM TO A FRIENDLY SHOT:

+1-LONG RANGE

+2-MEDIUM RANGE

+4-POINT BLANK OR SHORT RANGE

BUT MAY DAMAGE THE FIRING GUNS:



IF THE CHALLENGE FAILS, PLACE AN ARMAMENT  
CH MARKER ON THE FIRING SHIP.

CANNOT PLAY IN COMBINATION WITH RAPID FIRE.

**GUNNERY**