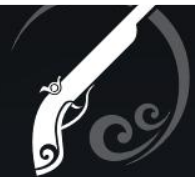


AOE – Unit Killer Build



Musket

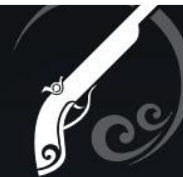
Support an assault or bolster a defence!
Inflicts extremely high damage at mid-range, but
some attacks have a long reload. Carries several
throwing weapons to disrupt the enemy.

Click to change skill



Best Armour: Medium Armour

Hero Killer – Roaming DPS Build



Musket






Support an assault or bolster a defence!
Inflicts extremely high damage at mid-range, but
some attacks have a long reload. Carries several
throwing weapons to disrupt the enemy.

Click to change skill



Best Armour: Medium Armour



| | |
|---|-----|
|  Leadership | 700 |
|  Strength | 33 |
|  Agility | 105 |
|  Armour | 33 |
|  Toughness | 33 |

Set: Carnifex
Main : Pierce DMG
Second : Pierce PEN
Third : Blunt DMG

Quick explanation:

All your skills scales with Pierce dmg, since your base pen is normaly above 2300+ you do not need to put anything into strength.

Unless full bomb build.

✗ Without Ultimate (Standard Burst Combo)

Auto-Hit → Scatter Shot → Roundhouse Kick → Reload → Auto-Hit → Scatter Shot

🔍 Breakdown:

- **Auto-Hit:** Begin with a normal shot to engage and trigger passives or buffs.
- **Scatter Shot:** Your primary burst damage skill. Use it right away after the first hit.
- **Roundhouse Kick:** Applies crowd control (knockback or stun) to disrupt enemies.
- **Reload:** Refresh your ammo to maintain pressure.
- **Auto-Hit:** Fire another shot to keep up damage.
- **Scatter Shot:** By now, the cooldown is back – apply a second burst for max impact.

✓ With Ultimate

Auto-Hit → Scatter Shot → Bomb → Reload → Auto-Hit → Scatter Shot

🔍 Breakdown:

- **Auto-Hit:** Open with a clean shot
- **Scatter Shot:** First burst.
- **Bomb:** Toss your ultimate
- **Reload:** Prepare your second round.
- **Auto-Hit:** Keep the pressure up.
- **Scatter Shot:** Finish with a second burst – devastating if enemy is still CC'ed.

🔴 This version offers maximum burst, ideal for ambushing heroes or disrupting backlines.