

- ICE BREAKER 3D20
- SNIPER RIFLE PRECISION
- ENERGY 3

•NO BACKPACK

THIS WEAPON REGENERATES HIGH POWERED BOLTS IN AN INTERNAL BATTERY.

•ICE BREAKER

DEAL AN EXTRA 1020 DAMAGE TO ENCASED ENEMIES OR ICE OBJECTS. BREAKING ICE OR SHATTERING ENCASED ENEMIES CAUSES A FIRE EXPLOSION IN A 15FT RADIUS FOR EQUIVELANT DAMAGE. THE EXPLOSION WILL CHAIN AS LONG AS IT HITS ENCASED ENEMIES OR ICE OBJECTS.

- HELLFLOWER 3D12
- DMR PRECISION
- POWERED KINETIC 1

•WITHERING ROSE

KILLS CREATE A WITHERING ROSE ON THEIR CORPSE. ENEMIES THAT TOUCH THE ROSE HAVE THEIR ARMOR REDUCED BY 2T AP EACH TURN.

•THORNS OF ABBADON

THORNS LAST OUT FROM THE ROSE AND DRAG ENEMIES INTO THE ROSE WITHIN 10FT OF IT. THE THORNS DEAL 1020 DAMAGE ON YOUR TURN.

- VOID RIPPER 2D12
- ASSAULT RIFLE HANDLING
- MAGIC (VOID) 1

•HYPER THREADING

THIS WEAPON IS OPTIMIZED TO FIRE FOR LONG PERIODS OF TIME. IT IS HIGHLY STABLE AND NEVER RUNS OUT OF AMMO.

•COIL ACCELERANT

THIS WEAPON FIRES FASTER THE LONGER THE TRIGGER IS HELD. GAIN +1D12 OF DAMAGE EACH TURN, UP TO +6D12. RESETS WHEN THE TRIGGER IS LET GO.

- EVENT HORIZON 3D12
- BREACH LAUNCHER HANDLING
- MAGIC (VORTEX) 3

•NO ESCAPE

GRENADES EXPLODE INTO 2 BLASTS. THE FIRST BLAST PULLS ENEMIES IN BY 5FT WITHIN A 15FT RADIUS. THE SECOND BLAST CAUSES DAMAGE.

•EVENT HORIZON

ENEMIES KILLED BY THE SECOND BLAST COLLAPSE INTO A MINOR SINGULARITY.