



•POWER

DEALING ELEMENTAL DAMAGE REGENERATES AFFF HEALTH BY THE DAMAGE DEALT DIVIDED 4.

•BOOST

INCREASES WEAPON AP BY +1.

•POWER

ENERGY DAMAGE BLINDS TARGETS WITH LIGHT ARMOR FOR 1 ROUND.

•POWER

GRENADE PROJECTILES CAN BOUCE OFF OF WALLS.

•BOOST

THE EQUIPPED WEAPON CAN USE CONTROL AFFINITY WHILE THE EFFECT OF A MOD IS ACTIVE.

•POWER

TARGET 2 ENEMIES EACH TURN WITH AUTOMATIC WEAPONS.

•POWER

CRITICAL KILLS CAUSE AN EXPLOSION MATCHING THE OPERATORS ELEMENT FOR 2DB DAMAGE IN A 10FT RADIUS.

•POWER

ELEMENTAL DAMAGE DETERIORATES ARMOR BY -1L OR -2L ON CRITICAL HITS. ARMOR CAN BE REDUCED TO THE EQUIPPED WEAPONS AP VALUE.

•POWER

ENERGY WEAPONS SIPHON ELEMENTS OUT OF ELEMENTALLY CHARGED CREATURES. THE WEAPONS NEXT USE WILL CAUSE ELEMENTAL DAMAGE OF THAT TYPE.

•BOOST

KINETIC BULLETS HAVE AN EXPLOSIVE PAYLOAD, ADDING +2 AP TO EQUIPPED WEAPONS.

•BOOST

DEAL +1D6 DAMAGE TO TARGETS BELOW THIS WEAPONS AP VALUE.

•BOOST

THE EQUIPPED WEAPON CAN USE HANDLING AFFINITY WHILE THE EFFECT OF A MOD IS ACTIVE.

•BOOST

OVERCLOCKS THE SYSTEMS OF AUTOMATIC WEAPONS. EQUIPPED WEAPON BECOMES SEMI-AUTOMATIC AND GAINS +1 TO THEIR HIT DICE AND +2 AP.

•POWER

ELEMENTAL DAMAGE SPREADS ELEMENTAL KEWORDS TO TARGETS HIT.

•POWER

ALLOWS KINETIC WEAPONS TO BE IMBUED WITH A BASIC ELEMENT.

•BOOST

LIGHT PENETRATING WEAPONS CAN INCREASE PENETRATION VALUE TO ANTI-TANK PENETRATION.

•BOOST

THE EQUIPPED WEAPON CAN USE PRECISION AFFINITY WHILE THE EFFECT OF A MOD IS ACTIVE.

•POWER

MAGIC DAMAGE SPREADS THIS WEAPONS HIT DICE IN A 5FT RADIUS.

•POWER

KILLING AN ENEMY WITH THIS WEAPON GAINS A STACK. ADD +1D4 DAMAGE PER STACK, UP TO 3 STACKS.

•BOOST

INCREASES THE RPM ON AUTOMATIC WEAPONS, ADDING 1D6 TO ITS HIT DICE.

•POWER

KINETIC BULLETS BECOME SMART ROUNDS. SMART ROUNDS CANNOT MISS, BUT SUFFER A -2D4 DAMAGE LOSS.

•POWER

ELEMENTAL DAMAGE CAUSED THAT HAS AN OPPOSITE TO A CREATURES ELEMENT ADDS AN EXTRA 1D12 DAMAGE.



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