



- FINALITY'S AUGER 3D20
- CRAMR PRECISION
- MAGIC (FIRE) 2

## •RUINSCRIBE'S FORGE

USE AN ALTERNATE FIREMODE TO SHOOT A RUINSCRIBE TURRET WITHIN 50FT OF YOU. THE TURRET WILL TARGET ITS CLOSEST ENEMY YOUR TURN FOR 1D12 DAMAGE.

## •RUINSCRIBE'S VISION

STRIKING A TARGET WITH THE REGULAR FIREMODE WILL PAINT THE TARGET FOR THE RUINSCRIBE TURRET. TURRET SHOTS WHILE A TARGET IS PAINTED ARE EMPOWERED, AND DEAL 2D12 DAMAGE IN A 15FT RADIUS.

- ASTRAL NIGHTMARE 3D12
- ASSUALT RIFLE HANDLING
- ENERGY WEAVE 3

## •IMMOLATION

GAIN ONE STACK OF IMMOLATION WHEN THIS WEAPON KILLS AND ENEMY, UP TO 5 STACKS. LOSE ONE STACK OF IMMOLATION WHEN KILLING NO ENEMIES WITH THIS WEAPON.

## •ENDLESS NIGHTMARE

GAIN AN EXTRA +1D4 OF DAMAGE PER IMMOLATION STACK. ENEMIES KILLED WILL EXPLODE FOR 1D12 DAMAGE IN A 5FT RADIUS. IMMOLATION STACKS INCREASE THE BLAST RADIUS BY 5FT PER STACK. WHILE AT 5 IMMOLATION STACKS, EXPLOSIONS INCENERATE ENEMIES.

- MAGNIFICAT 3D12
- LMG HANDLING
- ENERGY WEAVE 5

## •ADJUSTABLE RPM

THE RPM ON THIS WEAPON CAN BE ADJUSTED FOR A DESIRED EFFECT.

## •450 RPM

DEAL 1T AP DAMAGE INSTEAD OF 5L. KILLS CREATE A LIGHTNING BOLT AT THE TARGETS LOCATION FOR 2D12 DAMAGE IN A 15FT RADIUS.

## •800 RPM

CASTS YOUR LEVEL OF CHAIN LIGHTNING / 2 WHILE FIRING ON A TARGET.

## •1200 RPM

DEAL 3D20 DAMAGE AT THE COST OF 4L AP.

- ROQUESTAR 3D20
- SHOTGUN (PUMP) HANDLING
- MAGIC (STARDUST) 4

## •STARCRASH

HITS EMBED 1D6 + 2 STARLIGHT SLUGS INTO ENEMIES. IF 12 OR MORE SLUGS ARE EMBEDDED THEY WILL EXPLODE. EACH SLUG DEALS 1D6 DAMAGE WHEN DETONATED.

## •NOVA AVENTUS

SHIMMERING EXPLOSIONS TRIGGER STARLIGHT SLUGS EARLY. IF THE ENEMY IS SHIMMERING WHEN THE STARLIGHT SLUGS EXPLODE, THE BLAST RADIUS IS TRIPLED.