



- 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.