

- ZHALO SUPERCELL 2D12
- ASSAULT RIFLE CONTROL
- MAGIC (ELECTRICITY) 5

•BOLTS FROM THE BLUE

HITS ARC LIGHTNING TO THE NEAREST TARGET FOR EQUIVALENT DAMAGE. HITTING SHOCKED TARGETS ARCS TO THE NEARNEST 3 ENEMIES INSTEAD, AND BOLTS SHOCK ENEMIES HIT.

- FINAL FLAMES 2D20
- LMG HANDLING
- MAGIC (FIRE) 4

•INFERNAL STORM

HITS MAKE ENEMIES BURNING, KILLS CAUSE AN EXPLOSION IN A 15FT RADIUS THAT ALSO CAUSES ENEMIES TO BURN.

•FLAME OVERFLOWETH

DEAL AN EXTRA 1020 DAMAGE TO ENEMIES THAT ARE BURNING.

