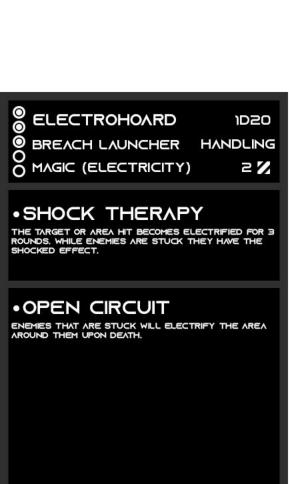








| © CASCADE © DMR O ENERGY WEAVE (TNL) | 4 ⊕ |
|--|------------|
| | |
| • CALCULATED | |
| ROUNDS BOUCE OFF OF TARGETS, UP TO 3 TIMES. TARGETS HIT WILL BECOME REFELCTING. | |
| | |
| | |
| | |
| • PINBALL | |
| HITTING REFLECTING TARGETS DOES NOT CO | |
| BE HIT ONCE. | ONG |



| O CRY NO MERCY O ASSAULT RIFLE O MAGIC (PLASMA) | 2D12 CONTROL 4 () |
|--|--------------------------------|
| | |
| OVERCHARGED ROUNDS IONIZE TARGETS ON HIT. KILLI TARGET CAUSES A CHAIN OF 3 IONIZE OF ONE. | |
| | |
| CHAIN REACTION DEAL AN EXTRA IDIZ DAMAGE TO TARGIONIZED. IF THE OVERCHARGED IONIZE ANOTHER IONIZED ENEMY THAT ENEMY IN A 15FT RADIUS FOR 2D20 DAMAGE. | ETS THAT ARE D ARCS HIT |



MAESTRO

THIS WEAPON FIRES EXPLOSIVE ROUNDS THAT HIT ALL TARGETS WITHIN 10FT AND MAKE THEM SHIMMERING.

CRESCENDO

THE BLAST RADIUS AND DAMAGE ON SHIMMERING EXPLOSIONS IS TRIPLED WHEN DIRECLY TRIGGERED BY THIS WEAPON.









| © INFERNUS | 2D20 |
|----------------|-----------|
| 9 SNIPER RIFLE | PRECISION |
| O MAGIC (FIRE) | 12 |
| | |

·SEARING HEAT

HITS CAUSE ENEMIES TO START BURNING. KILLS ON ENEMIES THAT ARE BURNING SPREAD NAPALM IN A 10FT RADIUS. ENEMIES INSIDE OF THIS NAPALM TAKE 1012 DAMAGE.

•SUNBLAST

ENEMIES THAT DIE WHILE INSIDE OF THE NAPALM CAUSE CHAINING EXPLOSIONS FOR 1020 DAMAGE IN A 10FT RADIUS.

| SLIPKNOT O DMR O ENERGY WEAVE (TW) | 4012 - 1 2 |
|---|-------------------------|
| PERFECT SPLIT ROUNDS DO HEAVY DAMAGE AND DEAL BR THEY CAN ALSO OVERPENETRATE ONE SE | UTAL CRITS. |
| • PERFECT STOP KILLS CREATE A BLAST IN A BOFT RADIUS SUSPENDS TARGETS. | S THAT |