

# Schamanismus

1 Erwachen der Bestie

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5+ [7+]

- Augment
- Angebot 18"

One Turn

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The target gains +1 Strength and +1 Armour Penetration[+1 Resilience].

# Schamanismus

2 Insektenschwarm

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5+ [8+]

- Hex
- Missile
- Damage
- Angebot 24" [48"]

Permanent

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Immediately after successfully casting this spell, the target suffers 5D6 hits with Strength 1, Armour Penetration 0, and Magical Attacks. If one or more unsaved wounds are caused, the target suffers -1 to hit with its Shooting Attacks. This spell is immediately ended when the target performs an Advance, March, Charge, Failed Charge, or Pursuit Move.

# Schamanismus

3 Wilde Wut

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5+ [8+] • Universal • Angebot 12" [24"] One Turn

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The target gains Frenzy and Battle Focus.

## Schamanismus

4 Markerschütterndes Geheul

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6+ [10+] • Hex • Angebot 36" One Turn

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All units within 6" [12"] of the target when the spell is cast suffer a -1 to-wound modifier on their Shooting [Ranged] Attacks [including effects of spells cast while affected by spell effects].

## Schamanismus

5 Totemischer Ruf

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10+ [12+] • Ground • Angebot 96" Instant

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Summon a Totemic Beast (profile below). It must be placed within 1" [10"] of the Board Edge.

Totemic Beast (for Totemic Summon)

single model

Size Large

Type Beast

Base 40x40 mm

Global Adv Mar Dis Model Rules

3D6" - 7 Fearless, Random Movement (3D6")

Defensive HP Def Res Arm

3 3 5 -

Offensive Att Off Str AP Agi

4 3 5 2 3 Breath Attack (Str 3, AP 0)

## Schamanismus

6

Den Geist brechen

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9+ [11+]

- Hex
- Angebot 18" [36"]

One Turn

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The target suffers a -1 to-hit modifier, and treats all Terrain (including Open Terrain) as Dangerous Terrain (2).

## Schamanismus

EIN Einkerbung

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- Angebot Caster

One Turn

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Melee Attacks against the target can never wound on better than 5+.



WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

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