Schamanismus	Schamanismus	Schamanismus	Schamanismus
1 Erwachen der Bestie 5+ [7+] Augment Angebot 18" One Turn The target gains +1 Strength and +1 Armour Penetration [+1 Resilience].	Hex S+ [8+] Missile Damage Angebot 24" [48"]	3 Wilde Wut 5+ [8+] Universal Angebot 12" [24"] One Turn The target gains Frenzy and Battle Focus.	4 Markerschütterndes Geheul 6+ [10+] Hex Angebot 36" One Turn 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 effets].
Schamanismus 5 Totemischer Ruf 10+ [12+] Ground Instant Angebot 96" Instant Summon a Totemic Beast (profile below). It must be placed within 1" [10"] of the Board Edge.	Schamanismus 6 Den Geist brechen 9+ [11+] Hex Angebot 18" [36"] One Turn	Schamanismus EIN Einkerbung Angebot Caster One Turn	

Melee Attacks against the target can never wound on

better than 5+.

The target suffers a -1 to-hit modifier, and treats all

Terrain (including Open Terrain) as Dangerous Terrain

(2).

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)

