



## Shamanism

1

Awaken the Beast

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5+ [7+]

- Augment
- Range 18"

One Turn

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



## Shamanism

2

Swarm of Insects

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5+ [8+]

- Hex
- Missile
- Damage
- Range 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.



## Shamanism

3

Savage Fury

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5+ [8+]

- Universal
- Range 12" [24"]

One Turn

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The target gains Frenzy and Battle Focus.



## Shamanism

4

Chilling Howl

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6+ [10+]

- Hex
- Range 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].



## Shamanism

5

Totemic Summon

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9+ [12+]

- Ground
- Range 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)



## Shamanism

6

Break the Spirit

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9+ [11+]

- Hex
- Range 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).



## Shamanism

A

Scarification

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- Range Caster

One Turn

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



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CROWN OF THE



THE IX AGE  
FANTASY BATTLES

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