Shamanism

Awaken the Beast 0 Augment One Turn 6+ [8+] • Range 18" The target gains +1 Strength [Toughness] **Shamanism** Swarm of Insects Hex Missile Permanent 5+ [8+] Damage • Range 24" [48"]

Immediately after successfully casting this spell the target suffers 5D6 Strength 1 hits. If one or more unsaved Wounds are caused, the target suffers -1 Ballistic Skill. This spell is immediately ended when the target performs an Advance, March or Charge Move.

Shamanism

2 Savage Fury

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• Universal
• Range 6" [18"] One Turn

The target gains Fronzy
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The target gains Frenzy.

Shamanism

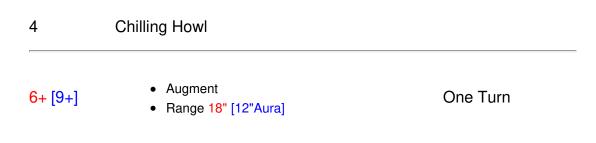
Pounding Drumbeat

5+ [9+]

• Augment
• Range 18" [12"Aura]

The target performs a 2D6" Magical Move straight forward (it cannot move backwards, sidestep, Reform, Pivot or Wheel during this move), but it can choose to not move at all or to move less than the full distance. [When more than one unit is affected, roll distance and move the unit before rolling distance for the next unit.]

Shamanism



All to-wound rolls against the target from Shooting Attacks suffer a -1 modifier.

Shamanism

5	Break the Spirit		
9+ [12+]	• Hex	One Turn	
01[121]	 Range 18" [36"] 	One rain	

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

Shamanism

6	Totemic Summon	
11+ [14+]	 Ground Range 96"	Instant

Summon a Totemic Beast (statline below). It must be placed within 1"[10"] of the Board Edge. (Totemic Beast (for Totemic Summon) M: 3D6, WS: 3, BS: -, S: 5, T:5, W:3, I:3, A:4, Ld: 7, Monstrous Beast Base size 40x40mm, Special Rules: Random Movement (3D6), Immune to Psychology, Breath Weapon (Strength 3))

Shamanism

A Scarification

Close Combat Attacks against the target cannot wound on better than 5+.















