

Shamanism

1 Awaken the Beast

5+ [7+] Augment
Range 18" One Turn

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

Shamanism

2 Swarm of Insects

5+ [8+] Hex
Missile Damage
Range 24" [48"] Permanent

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

5+ [8+] Universal
Range 12" [24"] One Turn

The target gains Frenzy and Battle Focus.

Shamanism

4 Chilling Howl

6+ [10+] Hex
Range 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 effects].

Shamanism

5 Totemic Summon

9+ [12+] Ground
Range 96" Instant

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

9+ [11+] Hex
Range 18" [36"] One Turn

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

Shamanism

A Scarification

Range Caster One Turn

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

WIZARD KING SPELL
CROWN OF THE



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FANTASY BATTLES

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