Shamanism	Shamanism	Shamanism	Shamanism
0 Awaken the Beast	1 Swarm of Insects	2 Savage Fury	3 Pounding Drumbeat
6+ [8+] Augment One Turn Range 18"	Hex Missile Permanent	5+ [9+] Universal One Turn Range 6" [18"]	5+ [9+] Augment Instant Range 18" [12"Aura]
The target gains +1 Strength [Toughness].	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.	The target gains Frenzy.	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	Shamanism	Shamanism	Shamanism
Shamanism 4 Chilling Howl	Shamanism 5 Break the Spirit	Shamanism 6 Totemic Summon	Shamanism A Scarification

