Chamanismo	Chamanismo	Chamanismo	Chamanismo
1 Despertar a la Bestia	2 Enjambre de Insectos	3 Furia Salvaje	4 Aullido Espeluznante
5+ [7+] Augment One Turn	Hex Missile 5+ [8+] Permanent	5+ [8+] Universal One Turn	6+ [10+] Hex One Turn Alcance 36"
The target gains +1 Strength and +1 Armour Penetration [+1 Resilience].	Damage Alcance 24" [48"] 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.	The target gains Frenzy and Battle Focus.	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].
Chamanismo	Chamanismo	Chamanismo	
5 Invocación Totémica	6 Romper el Espiritu	A Cicatrización	
10+ [12+] Ground Instant	O+ [11+] Hex One Turn	Alcance Caster One Turn	

10+ [12+] Instant 9+ [11+] One Turn Alcance 96" Alcance 18" [36"] 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 The target suffers a -1 to-hit modifier, and treats all Melee Attacks against the target can never wound on Type Beast Terrain (including Open Terrain) as Dangerous Terrain better than 5+. Base 40x40 mm (2). Global Adv Mar Dis Model Rules 3D6" - 7 Fearless, Random Movement (3D6") Defensive HP Def Res Arm 335-Offensive Att Off Str AP Agi 4 3 5 2 3 Breath Attack (Str 3, AP 0)

