



Despertar a la Bestia

Augment One Turn Alcance 18"

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



5+ [8+]

Chamanismo

Eniambre de Insectos

Hex Missile Damage

Permanent

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.



Chamanismo

Furia Salvaje

Universal 5+ [8+] Alcance 12" [24"]

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 effets].

Aullido Espeluznante

6+ [10+]

Chamanismo

One Turn

Hex

Alcance 36"

The target gains Frenzy and Battle Focus.



Chamanismo

Invocación Totémica

10+ [12+]

Ground Alcance 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

335-

Offensive Att Off Str AP Agi 4 3 5 2 3 Breath Attack (Str 3, AP 0)



Chamanismo

Romper el Espiritu

9+ [11+]

Hex Alcance 18" [36"]

One Turn

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



Chamanismo

Cicatrización

One Turn Alcance Caster

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

