



## Sciamanesimo

1 Predator's Instinct

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7+

- Augment
- Aura
- Replicable
- Gamma 8"

One Turn

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The target gains +2" Cha and Resistance (Ranged Attacks).

No model or unit can be affected by more than one instance of this spell simultaneously



## Sciamanesimo

2 Awaken the Beast

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7+

- Augment
  - Gamma 18"
- One Turn
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The target gains +1 Str and +1 AP.



## Sciamanesimo

3 Swarm of Insects

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9+

- Hex
- Missile
- Damage
- Gamma 36"

One Turn

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Immediately when the spell is cast, the target suffers 5D6 hits with AP 0 and Magical Attacks. These hits always wound on 6+.

In addition, it suffers -1 to hit with Shooting Attacks.



## Sciamanesimo

4

Savage Fury

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8+

- Universal
- Gamma 18"

One Turn

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The target gains Fearless, Frenzy, Fury, and Unruly.



## Sciamanesimo

5

Totemic Summon

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11+

Instant

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Summon a Totemic Beast (profile below), that is immediately placed on the Battlefield using the rules for Ambush (Board Edge).



# Sciamanesimo

6

Wild Shape

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11+

- Universal
- Gamma 24"

One Turn

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The target's Height is increased by +1, to a maximum of 5, and it gains +1 Res and Stomp Attack (1 hit). If it already had Stomp Attack, the number of hits caused by its Stomp Attack is increased by +1. In models with multiple model parts, only a single model part, chosen by the caster, is affected.



WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

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